POLYHEDRON®

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I AM YOU.

To be more specific, I *think* I understand what you want in POLYHEDRON® Newszine. As I see it, there are two distinct types of POLYHEDRON readers: Those who attend conventions and gamedays and participate in the Network's tournament program, and those who do not. Though both reader-types share several similar interests, I understand that POLYHEDRON needs to cater to both types of RPGA members. I know this from experience.

I've been a member of the RPGA since 1991. For much of that time, my membership meant little more to me than monthly doses of POLYHEDRON Newszine. Sure, I saw pictures of people playing games at conventions and scanned the information on who won what tournament, but my main interest, in the early years, were the articles. I looked to POLYHEDRON as a source of gaming tips and adventures, written by role-playing enthusiasts just like myself. POLYHEDRON was not the slickest, most professional magazine in town, but it definitely had the biggest heart.

About five years ago, I took the plunge and attended my first gaming convention. At that con, I played my first RPGA tournament, and met folks who would become some of my best friends. I haven't looked back since. After conventioneering became part of my life, I started to focus on that other part of POLYHEDRON. Articles on how to run a convention became interesting to me as I started to work with the local club in my region. Though we never participated, I always looked at the Club Decathlon rankings and contests, thinking "I could do that!" and "Maybe next year." Finally, I had fun searching for friends I'd made across the country on lists of GEN CON® winners and announcements of player and judge achievements.

Though I eventually grew to appreciate both the convention and general content of POLYHEDRON, as an editor I'll always try to remember that many of our members sit firmly on one side of the convention fence.

What does that mean for the magazine? Since POLYHEDRON is the primary point of communication between Network HQ and the membership, I feel that columns like "Table Talk" and "Notes from HQ" are important ones. The Network needs to keep members informed of upcoming changes and new programs. I will, however, make every effort to ensure that convention-type content does not dominate every issue. My past experience has shown me that members look to POLYHEDRON for several different types of content. I'll do my best to put something for everyone in each issue.

Part of that effort is looking at everything we do here at POLYHEDRON, and trying to determine if it's the best that it possibly could be. As a new guy around here, I have a certain amount of creative freedom when it comes to the magazine. I'm not 100 percent married to the way we do anything. So far, nothing in POLYHEDRON is "my baby." There are no sacred cows. Though I like a lot of what we do, and think we're on the right path, I promise that I'm not likely to be unnaturally protective of anything (except perhaps the pervasive and important role that monkey clip-art plays in the magazine).

So, I put a call out to all of you. POLYHEDRON is a member-driven magazine. POLYHEDRON is your magazine.

erik's editorial

MAKING MEMBER MAGAZINES MATTER MORE

Publisher
TSR, Inc.

Brand Manager
Ryan Dancey

RPGA Coordinator
Robert Wiese

Editor
Erik Mona

Art Director
Mark Painter

Subscriptions
Game Support (800) 324-6496

Production
Donna Woodcock

Graphic Designer
Sean Glenn

Correction
The short adventure "Hunger in the Harbor" in POLYHEDRON 136, was written by Lloyd Brown III, who we forgot to credit.
Bad us! Bad! Bad!

Send me a letter at polyhedron@wizards.com or address some old-fashioned snail mail to: Improving MY Polyhedron; RPGA Network; P.O. Box 707; Renton, WA 98057-0707 USA. I'd like your opinions on what we're doing right, what needs improvement, and what we haven't even thought of, yet. In fact, because I'm rash, I'll send some cool free stuff, and I mean a LOT of cool free stuff, to the person who sends me the most helpful letter.

Another important aspect of POLYHEDRON'S status as a member magazine is that members provide all the content. If you have an idea for an article, please send it to the above address, with the words "Article Query" at the top (or, preferably, in the subject line of an email). I won't send you cool free stuff, but I will pay you cold cash if we print your article.

Until next time,

Erik

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notes from HQ

THE UNDISCOVERED COUNTRY

As the clock ticks down to the end of the millenium, the RPGA® Network is working to prepare for its role in the next century of roleplaying game enjoyment and promotion. I'd like to give you a brief sketch of the RPGA's mission and strategy statements for 2000 and beyond. We will present more detail in the next issue.

RPGA MISSION

The RPGA has two missions to fulfill:

1. Build an ever-growing community of roleplaying enthusiasts
2. Provide opportunities for the members of that community to have the best roleplaying experiences available and to grow from those experiences into better roleplayers

To accomplish this, the RPGA will focus on several important areas.

ADVENTURES FOR EVERYONE

Last issue, I proposed a new paradigm for providing adventures to the membership. In summary, the RPGA has always worked on the "convention model," where every tournament adventure has been provided for a convention-like environment. The RPGA plans to move beyond the convention model to one in which adventures are provided at a base level for home campaign play. This allows us to provide adventures for any kind of event, whether a home game or a convention or a retail store game day or a club meeting, by building onto the base level of home play. The ordering system will be changed to allow for more options, and the costs associated with adventures will move to the things that we send out.

Because conventions and retail store activity are still special, we want to support them. Therefore, we will add onto the basic provision level options only available to larger shows or retail events, such as prizes and special versions of adventures. There will even be adventures available only to conventions.

Using this model, we hope that more members will have access to the great adventures that we offer, and those who do not regularly attend conventions will still feel the value of their membership in terms of getting great games.

CAMPAIGN PLAY

In 2000, the RPGA will launch the largest shared-world D&D® campaign in the history of roleplaying, LIVING GREYHAWK™. With this, we will take shared campaigns to a new level of play and involvement. LIVING GREYHAWK will be regionally controlled around the world, with a staff of member volunteers to coordinate the great diversity in D&D® playing styles that exist in the roleplaying community. LIVING GREYHAWK will involve convention and game day events, but at the start of the campaign there will also be a way to run home GREYHAWK® campaigns as part of the overall campaign. We plan to add online campaign play, MUD play, and just about anything else that you or we can imagine. The motto of this campaign is "Play D&D your way in one big campaign," and we are open to hearing how you like to play D&D so that we can include your style.

We will continue to support and promote our existing Living™ campaigns. The very popular LIVING CITY™, the first shared-world campaign, is in the capable hands of member directors, and there will be additions and expansions and more character opportunities as the year progresses (next year, that is). In addition, we have some good surprises we are saving until the conversion to 3rd Edition D&D is completed. Our other D&D-based campaigns, LIVING DEATH™ and LIVING JUNGLE™, will convert to 3rd Edition D&D and continue as well. For those who want something besides D&D, we will continue with Virtual Seattle and add new campaigns that we think will make you happy.

GAME MASTERS

An important part of our mission will be to promote the development of good game masters, as great game masters are essential to great roleplaying experiences. The RPGA will be launching a program to train game masters and to allow veterans to brush up on some skills. We will offer special benefits to game masters, and develop a program to allow players in home campaigns to receive RPGA recognition (in the form of ranking points) when they play in the campaigns of great game masters.

PUBLICATIONS

The RPGA always works to increase the quality and usefulness of this magazine, and that will continue. Expect to see some exciting changes and additions. For the LIVING GREYHAWK campaign we will also be publishing source material; essentially the World of Greyhawk has been given to the RPGA to develop, and we intend to make use of this license. Look for possibly a new magazine from the RPGA late next year for the LIVING GREYHAWK campaign, or a regular section in a more frequently published POLYHEDRON® *Magazine*, or a series of products in "adventure" format which will be available in stores. The RPGA is committed to providing a monthly publication again in the next two years, and we are currently looking at our needs (and yours) to figure out what is possible.

There are a million roleplayers out there, but too few of them take advantage of the resources available in the RPGA. We plan to change that, and provide a Network where every roleplayer will think that membership is an indispensable part of their roleplaying experiences.

Go carefully,

Robert

▲ A typical New York subway scene. Circa 1890, of course. By the illustrious, and spooky, Hannibal King.

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table talk

ADVENTURE DESIGN WINNERS & CLUB DECATHALON RESULTS

ADVENTURE DESIGN CONTEST RESULTS

It's been a long time since the Network announced its most recent Adventure Design Contest (almost two years, in fact!). The contest allowed members to compete in writing tournament adventures, which would be judged against the work of their peers. At long last, we've read all of the great submissions, and have determined a winner.

First place: *Heirs of Elemental Evil*, an AD&D® adventure by William James Cuffe. William will receive a plaque, a two-year renewal to the RPGA, and $100 worth of recent TSR product.

Second place: *Gamorrean Protocol*, a Star Wars adventure by Nathaniel Christen. Nathaniel receives a plaque, a two-year renewal to the RPGA, and $50 worth of recent TSR product.

Third Place: *Rescue on Casazza*, a Star Wars adventure by Bryan Sims. Bryan receives a plaque, a two-year renewal to the RPGA, and $25 worth of recent TSR product.

Congratulations to all these winners. Members may get a chance to play these fine adventures at ORIGINS™ and GEN CON® next summer.

TOTALS SO FAR

PM Players	35
DAWN	21
ARC Fellowship	19
OSQUIP	18
Fellowship of the Black Spot	18
DWO	17
CARP	14
GEAR	11
WARLords	10
Mob (The)	10
GAM	10
DOGS	9
Clarksville Gamemasters Guild	8
GLRPGC	6
Black Hand	6
Waterdeep Boys Club	6
DragonWing RPS	5
Fellowship of the Blade	3
Lost Merchant's Guild	2
Magma Gamers	1
UCC	1
Old Oeridians	1

A PANOPLY OF CLUB DECATHLON RESULTS

CREATIVE EVENTS

BEST NEW DECATHLON EVENT

First place (4 ps)—Monster Mash, submitted by David Mills (WARLords)
Second Place (2 pts)—Best New Faith for the AD&D Game, submitted by Chris Tulach (Fellowship of the Black Spot)
Participating (1 pt)—ARC Fellowship, Black Hand Gaming Society, DAWN, DWO, D.O.G.S.

MULTI-ROUND TOURNAMENT EVENT

First place (6 pts)—PM Players, *And Pearls Do Not Dissolve in the Mud* by Brett and Cyndi Bakke

Second place (4 pts)—DAWN, *Lost in the Translation* by Greg Dreher

Participating (2 pts)—ARC Fellowship, D.O.G.S., The Mob, OSQUIPS, Waterdeep Boys Club

BEST GEN CON REPORT EVENT

First place (4 pts)—Fellowship of Black Spot
Second place (2 pts)—
Participating (1 pt)—

TOURNAMENT PLAY RESULTS

WEEKEND IN RAVENS BLUFF

Due to late reporting of convention results, we have two additions for this year's Weekend in Ravens Bluff Decathlon event, *Rightful Property*. Congratulations to the PM Players and the Fellowship of the Black Spot, both of whom garnered four more points for their clubs.

ORIGINS™ GAME EXPO

Team: CARP (5 pts), OSQUIP (3 pts)
Individual: DWO (4 pts)

DRAGON*CON

Team: Clarksville Gamemasters Guild (5 pts)
Individual: ARC Fellowship (2 pts)

GEN CON® 1999 GAME FAIR

Team: Participating (1 pt)—GEAR, DWO, GAM, Fellowship of the Blade, PM Players, The Mob

Individual: DWO (4 pts), GEAR (4 pts), GAM (2 pts), Fellowship of the Blade (2 pts), DAWN (1 pt)

UPCOMING TOURNAMENT PLAY OPPORTUNITIES

CONFEST (CHICOPEE, MA) (NOVEMBER)

Individual Play: *Bride of the Gods*, by Kevin Melka (ALTERNITY Game System)
Team Play: *Supernature*, by Greg Dreher (AD&D Classic)

SHAUNCON (OVERLAND PARK, KS) (NOVEMBER)

Individual Play: *Jung at Heart*, by Tom Prusa (AD&D Classic)■

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lotus the fire blossom

poly 136 contest winner

BY MASON PORTER

Name: Lotus 1st level thief
Nickname: The Fire Blossom
Alignment: Chaotic Good **Race:** Half-Elf
Gender: Female **Height:** 4'8"
Weight: 96 lbs **Age:** 40
AC: 5 (leather + Dex) **THACO:** 20 (+bonuses)
HP: 6

Str: 10 **Dex:** 17 **Con:** 7
Int: 15 **Wis:** 8 **Cha:** 16
Thief abilities (with leather armor):
Pick Pockets: 25
Open Locks: 30
Find/Remove Traps: 10
Move Silently: 30
Hide in Shadows: 50
Detect Noise: 20
Climb Walls: 60
Read Languages: 0
Backstab: x 2

Weapon proficiencies: shuriken, dagger,
Nonweapon proficiencies: observation, direction sense, seamstress/tailor, disguise, tumbling, weaving, artistic ability (tapestries), speak Kozakura, speak Common

Background: Lotus knows very little about her past. Her adoptive parents, traveling cloth merchants from the island nation of Wa, raised Lotus with an eye toward traditional human values and dedication to fine Kara-Turan craftwork. They seldom spoke of her true parents, telling Lotus that her father had dishonored her mother, who had committed ritual suicide in her grief when Lotus was but an infant. To her adoptive parents, Lotus seemed to brim with the fire of life. They nicknamed her "The Fire Blossom."

As a child, Lotus was a quick study, learning the weaving trade from her adoptive mother. She spent most of her life traveling throughout Kara-Tur, through the hordelands, and finally to the Vast. Last year, one of Lotus' tapestries caught the attention of Lady Niune De Sheers, a noble of Ravens Bluff. She purchased some of Lotus' artwork, promising to tell her noble friends about the brilliant craftwork of the merchant couple.

The next day, however, Lady De Sheers reported that the Wa family were frauds, and that she had been cheated of considerable wealth by their cunning salesmanship and shoddy product. With supposed proof provided by House De Sheers, the constabulary of Ravens Bluff imprisoned the merchant and his wife, sentencing them indefinitely to a horrible life in the Nevin Street Compter. Lotus herself managed to escape the guards, and has resorted to thievery to survive.

Her skills are slowly improving. Thanks to her distinctive appearance (a half-elven girl from Wa attracts much attention in the Vast), she has had to resort to the art of disguise. Resorting to violence only when necessary, her usual recourse is to run away from trouble, even if at the expense of leaving witnesses behind. If absolutely necessary, she uses her dagger to injure (but seldom to kill). She also employs shuriken in her self-defense.

Lotus' shuriken appear to be very old and extremely well crafted in the tradition of the assassins of the east. Allegedly a gift from her birth father, Lotus received them from her adoptive parents ten years ago. In the interim, she has learned more than a few tricks with the missiles, usually using them to distract her opponents, allowing for a clean getaway. Originally 100 in number, she has lost fewer than a dozen in her exploits.

As far as Lotus knows, her family is still imprisoned. She knows they are not guilty of fraud, and her primary goal is to confront Lady De Sheers, discovering why she would have her family locked away. She fears that she may have to employ violence to achieve this goal, but this is one circumstance in which she feels it may be necessary. The entire situation already has insulted her honor. For the past several months, Lotus has engaged in daring forays into Uptown, liberating jewels and gems from wealthy merchants and adventurers. As her adoptive parents always told her, cities are corruptive influences. Those who enforce the law are often the most corrupt. Lotus hopes to fence her bounty, using the proceeds to bribe the Compter guards.

While casing the market district recently, she saw an opportunity she couldn't pass up. Vurtin, the dimwitted proprietor of Ye Olde Bluff Jewelers, had left a veritable treasure unguarded while counting the day's take in the back room. Though Lotus was not disguised, she knew when she had been blessed by Tymora. As she gathered the treasure — a jumble of pearls, bracelets, and a diamond the size of her fist — Vurtin heard her steps on the wooden floor. Instead of fighting, "Fire Blossom" burst from the store, escaping into the night of Ravens Bluff. ■

In Polyhedron 136, we asked our readers to tell us the story of the young female thief pictured on that issue's cover by artist Hannibal King. Seen beating a hasty retreat from "Ye Olde Bluff Jeweler," the miscreant begged for further development. Thanks to member Mason Porter, the story of Lotus, the Fire Blossom, now can be told! For his efforts, Mason will receive a copy of *The City of Ravens Bluff*, by Ed Greenwood.

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JAE WALKER - PLAYING FOR THE FUN OF IT

1) How did you get started in the RPGA®?

I played my first convention game at Michicon in 1987 or 1988 — I no longer remember the name of the module, but I vividly recall that I played a spoiled, imperious "Druish Princess." Kris Williams, who played my doting bodyguard, is a friend to this day, as are Al Baker and others from that table. I have to credit that experience with getting me started in the RPGA, for it introduced me to the enormous fun to be found at gaming conventions. I attended my first GEN CON® that year, and I haven't missed one since.

I attended that first GEN CON® (actually GEN CON 21/ORIGINS™) in the company of my non-gaming spouse. I headed off to my very first table filled with excitement and enthusiasm. The judge (Fran Hart) was outstanding... but four of the players had come together, and they quite effectively shut out the two of us who were not part of their clique. Having been voted last, I dragged back to the room thoroughly depressed. My ever-wise (now ex) spouse asked me, "look, do you have to win the table to have fun? Because if you do, we're going home now. There are thousands of people there — you are not going to win every table. You may not win any tables. If just playing isn't enough fun for you, pack up, we'll go home now."

Well, when they're right, they're right. Winning is nice, but it's playing that's the fun of it. I took that philosophy back to the convention with me, and I've been having a great time ever since. And yes, I do win the occasional table. The ones I remember, though, are the ones where everyone loses themselves in their characters and just has fun.

2) Are you active in the RPGA in your area?

I'm president of our local RPG club, CARP, and both a founding member and a very active member of that club. I also assist other clubs and conventions in the state of Michigan when they want to hold RPGA events and need help, advice, judges, modules... whatever it takes to help the hobby spread. CARP runs two game days a month; LIVING CITY™ once a week on a weeknight; the Procampur group; LIVING JUNGLE™ and Virtual Seattle. We're looking forward to LIVING VERGE™, as we also have very active ALTERNITY® players. (CARP can be found on the World Wide Web at http://www.carp_mi.net/carp/)

3) You are well-known, and much respected, for your online/website efforts.

Thanks! I like to joke that I was waiting with my bags when they built the first on-ramp for the information superhighway. I was tooling about the internet long before the World Wide Web. There's a tremendous sense of community available through the internet, and I'm very community oriented. I was raised in an era where community service is something that everyone does — that you can't take without giving back. This has led me to be a somewhat compulsive volunteer, and I've set up more than one web page for people who can't do their own.

I was a TSR Online Rep back when the chat rooms were still on AOL, and have only recently stepped down from that post. During the "Dark Times" when there was no POLYHEDRON®, I ran a mailing list called RPGANEWS (started by Don Weatherbee), which Robert Wiese was able to use to get information out to at least the electronically connected membership. Robert now runs that list from HQ.

I'm Troy Daniels' co-webmaster for the very active rpga.net website, a really good source of information on most of the RPGA's LIVING™ Campaigns. I'm particularly pleased with the LIVING JUNGLE section, which I hope to expand considerably. (http://www.rpga.net/lj/)

I run a mailing list for the Star Wars RPG (http://drycas.club.cc.cmu.edu/~jae/sw/sw_rpg.html), and have been editing Star Wars modules for HQ for more than a year. I helped write the guidelines for the "Star Wars: Warriors of the Republic" BYOC series for RPGA.

6) You are very active in the LIVING CITY.

Well, first off, I run gamedays. With LIVING CITY, if you build it, they will come. We work to make sure that the (gaming) surroundings are pleasant, judges are well-prepared, the modules are good, and the certs are pretty. I'm (also) coordinating Weekend in Ravens Bluff for 2000, and have already started working with Joe Cirillo (LC Plots) to use the WIRBs as an opportunity to launch some major campaign initiatives.

Until just recently I was responsible for taking each Trumpeter and reformatting it in HTML, as well as making a PDF of the issue, and making them available on the web. I still do that for the *Procampur Shining Jewel*.

Mostly, though, I talk to people, in person and online. Wherever possible I match up people who need things with people who can provide them. I know most of the folks in charge of things, so I can usually at least point people in the right direction. It helps to be incorrigibly social. ■

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It's October, so we'll be talking about horror and Halloween this issue. The obvious place to start is http://www.halloween.com. This site has links to a wide variety of Halloween-related sites organized by topic (vampires, witches & werewolves, ghosts & cemeteries, scary tales, costumes, and humor). One interesting site is "Terror by Design," at http://www.btprod.com. This site offers a variety of books and supplies to construct your own haunted house. Your local costume shop may have make-up and theatrical blood, but does it have a corpse kit? Think of how impressed your gaming group will be when you lead them into the basement to examine a fake corpse for clues ($190, some assembly required). If the corpse is a bit too much, you can always go for the rotten skull ($18.95). These are all found under the "plots" heading (the site uses frames and is awkward to navigate).

If your budget is higher and you are a stickler for realism, point your browser to http://www.boneroom.com. Select bones, then click on human bones and start loading your shopping cart with genuine human skulls, ribs, vertebra or even a complete skeleton ($2000-2500). If your significant other complains about your purchases, back up a couple of levels and buy her something from the jewelry page. Wouldn't she look gorgeous in a pair of genuine rat skull earrings ($55 a pair)?

If your ambitions don't include building your own haunted house, maybe you'd like to get your gaming group to visit a haunted house together. A list of haunted houses across the United States can be accessed at http://www.hauntedamerica.com. The haunted house web sites vary in quality from amateurish to professional, but you should be able to find one located in your area. If you're looking for an actual haunting (as opposed to a commercial one), check out the ghost story section of the Haunted America site. It's full of brief stories that can be fleshed out as adventures for Chill and ALTERNITY: DARK • MATTER campaigns.

For example, check out the New Mexico stories. The Pet Cemetery story deals with a woman who was thrown by her horse while riding on her property. She was then mauled to death by her two dogs. Later the woman and her animals were buried together. A research facility is later built on the same property near the gravesite. A variety of ghost sightings and other strange activities are reported in the area. This story could easily be worked into a campaign as the player characters are asked to investigate mysterious occurrences at a research facility. The animals are acting strangely, and lab equipment has been damaged. Is this the work of ghosts, or animal rights activists? It's up to the heroes to investigate and find out.

The Santa Fe story, on the same page, also makes for a chilling adventure. An ancient nunnery was once used to house unwed mothers until they gave birth. The women were kept in a dungeon and denied a proper diet. The poor living conditions and malnutrition led to premature births. Healthy babies were then sold to residents of the town. Women are believed to have gone insane and in some cases died due to their treatment. The ghosts of the women who suffered through this are said to haunt the nunnery. This offers not only the opportunity for a ghost story, but much more. Perhaps a man who was one of the children sold to the townspeople is having nightmares as an adult due to the torment of his birth mother. If the man wasn't aware he was adopted, it's going to require a great deal of investigation for the PCs to determine the source of his problem. Check out the Haunted America web site: you'll be glad you did.

That's all for this issue; if you have any questions or suggested sites for this column, send them to polyhedron@wizards.com. ■

internet 101

SPOOKY COBWEB-SITES BY ED GIBSON

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Oeble? A place built on the bones of betrayed men; if you venture there, take care not to join their number. Beware the knives, lad—everyone in the place knows how to throw them, or just where to plunge them . . .

Shuldribrand Mroster
Mage Royal of Zindalankh
In conversation with Volo
Year of the Arch

Our ongoing tour now introduces a town that stands nigh the center of the Border Kingdoms, near many realms but a part of none—a strange and none-too-safe place every Borderer has a tale about . . .

OEBLE

Standing by the River Scelptar at the Great Ford (where three more or less ruined bridges cross the flow, and are repaired every summer only to be swept away in spring), Oeble-town has been a trading center for centuries. From its leaning towers and rambling balconies one can see the lands of Talduth Vale, Owlhold, the Barony of Great Oak, and the more distant Grand Duchy of Shantal and the Swordpoint Streams.

"All rogues meet in Oeble," claims an old saying, and although the town today boasts a ruler, laws, and policing to keep open street warfare to a minimum, it's still not a place for the faint of heart, the innocent, or the unwary. Knife-throwing is a local sport, and so is creeping about on rooftops, leaping from one high place to another, skulking, and spying.

Citizens are found lying dead of violent causes most mornings, and are burned in garbage-middens southeast of town. Hulm Draeridge (the unwashed, shaggy, misshapen, or 'gnarlbones' man who runs the Dead Cart) keeps a finger, toe, or ear of each corpse, mummifying them in a cellar in case passing wizards or priests want to buy such trophies. If Hulm knows what person a remnant belongs to, he'll label it; known mages and nobility or royalty have their own hiding-place.

Oeble is home to kidnappers, smugglers, fences, dealers in illicit goods, outlaws and bounty hunters seeking them, and folk unwelcome elsewhere because of who they are: slavers and a smattering of half-orcs, orcs, drow, goblins, and mongrelmen. Most 'monsters' keep to the Underways, passages damp with river-seepage that underlie the town, linking cellars and wells in a labyrinth that boasts at least one inn and two taverns the sun never sees.

THE UNDERWAYS

Access to the ever-growing (and unmapped, by a local edict visitors would be wise not to be seen breaking) network of passages under Oeble is gained down narrow, unmarked stairs at the ends of many alleys. Spilled blood and refuse often make these slippery, and they're watched by the authorities and various spies. No adventuring band enters the Underways unnoticed, and no large armed force can converge there without raising an alarm.

The visitor will find little light and no signs 'below,' in a neighborhood that never sleeps but seems half-deserted—a surprisingly quiet corner of lawlessness where important and upstanding folk are sometimes seen in the company of outlaws or out-and-out monsters.

On one recent night in the Underways, the heads of two warring local families who'd drawn swords on each other in the streets earlier in the day, were seen drinking together—and later, sharing a room for the night. (Sharanna Darjult, matriarch of the Darjults, and 'Lord' Elraer Sarimdrin are still believed to be carrying on an affair, even as their sons and nephews enthusiastically run swords through each other in all too many alleys.)

Many cellars connect with the Underways, but few surface buildings have publicly-known links to the 'Lawless Below.' One that does is Slarvyn's Sword (Good/Expensive), a dining club on Tarandar Street decorated with adventuring trophies (including fakes like the striking 'storm dragon' skull fashioned of bony plates from many creatures). Slarvyn's is a place 'to be seen in,' and by night is crowded with grandly-garbed, loud and proud adventurers or would-be adventurers spoiling for a chance to show their fearless prowess. Sprites armed with wands of *paralysis* allow blustering and shoving, but keep real violence to a minimum.

Affairs are rather less peaceful down in the Underways.

The lone 'below' inn, deep under the busy intersection of Sixturrets, is Melder's Door (Fair/Moderate), a dank, gloomy stone pile where room prices increase by the amount of privacy (and heating lanterns) guests desire. Screams are unwelcome but not unknown in its halls, and 'those desiring a noisy time' are urged to use one of the cavernous inn cellars, 'the Rooms Below.'

Disposal of bodies is an expensive extra (there's a lime pit on the premises), and the inn usually has 'idle muscle' (a dozen experienced warriors) available for hire to patrons desiring a bodyguard, to make a show of force, heavy objects carried discreetly, or some violence attended to.

Visitors are warned not to molest any bats or small flying dragonlike creatures they may see in the Door; these report to the proprietor. The darkly handsome Melder (NE hm T14) takes a very dim view—usually involving a hand crossbow firing poisoned darts that bestow hours of agony-ridden paralysis before either death or a very slow recovery—of persons who wound or slay any of his 'flying eyes,' whom he regards as his family.

everwinking eye

BY ED GREENWOOD

Melder has many friends and entertains not a few ladies, but lacks relatives or lasting companions. He's a smilingly sinister man who's said to regularly trade with illithids, and to carry pet serpents up his sleeves whose bite paralyzes; "a man not to be played false," as locals say.

The two taverns in the Underways are The Talondance (Fair/Expensive) and The Hungry Haunting (Good/Moderate). The former is a wild place named for the claws sported by many patrons; the latter is a more spartan eatery featuring hot stews of mysterious origins alongside spicy cheese and the usual drinkables.

The 'Dance' has a varied clientele; yuan-ti, bugbears, lizard men, and even more exotic creatures can be seen in its dim depths. Despite the tavern's name, there's little room to dance except on the tables (more often frequented by drunken patrons than by scantily-clad hired dancers), but the Dance is filled with everpresent eerie piping and hooting music.

Events in the Dance are watched closely by 'working ladies' on the lookout for clients (who also spy for fees), and by the bouncers Alanthos and Daerbaergh, two rough-and-tumble fighters who ran afoul of the wrong wizard and were transformed into umber hulks, retaining their memories and sentience but losing all else. Occasionally they dig new cellars for hire, and are quite content in their beast-shapes; anyone in town who disagrees with them faces being flooded—thanks to the ease with which umber hulks dig and the proximity of the river.

The Dance hosts much of the most dangerous commerce in Oeble, such as slave-trading, hiring murderers, and assembling financial backing or mercenary muscle for a coup attempt somewhere in the Borderlands. It's also where the most memorable fights in town break out—such as the infamous Night of Seven Nagas fray, or the night two lizard-man adventuring bands all but exterminated each other.

The Dance is owned by Naneetha Dalaeve, a lonely NG hf M6 from Tashluta disfigured in an accident. She uses spells to conceal her looks and keeps to back rooms, known by few. Adventurers are her entertainment; she follows their exploits avidly. Naneetha's sponsored or kindly tended more than one wounded or on-the-run adventurer, but takes vicious revenge on those who cheat or steal from her.

The Haunting is owned by Imrys Skaltahar, a soft-spoken, watchful CN hm F6 who deals in more stolen property in a year than many kings of Faerûn ever have in their palaces. As he's been heard to mutter, "Things have no owners . . . only passing users. The trick is never to get caught with something by those whose anger has a serious edge." Skaltahar prefers deft deals and foresight to feuding, drawn swords, and intimidation—but can swiftly call on both financial aid and armed muscle if need be. He also prefers his kitchen to dark alleys, specializing in subtly-spiced stews.

Skaltahar also has another specialty: swift turnarounds, selling most hot goods he deals in so swiftly that they're in his hands no more than an hour or three. His skill at this has given rise to an Underways saying: "As fast as Skaltahar's touch on the way by."

Imrys Skaltahar is also famed for his skillful massages. Some lady clients become his intimates, but he's a friend and confidant to all—and takes as much care with old, wrinkled, and none-too-clean bodies as he does with spectacular velvet-soft curves. Many clients bring their troubles to him; Skaltahar hears more Oeblaun secrets than anyone else.

Order is maintained in the Haunting by a resident watchghost, Krothaer 'the Cruel,' who glides above the tables watching for deceit and coming violence. He murmurs warnings before swooping to prevent minor malfeasances from becoming major pitched battles.

Survived your visit look at the Underways? Good; we'll see more of dangerous Oeble next month. ■

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city stories

STEEL DUNGEONS AND IRON DRAGONS; THE SUBWAYS OF GOTHIC EARTH BY MATTHEW SERNETT

According to medieval legend, the first subway was the work of a Roman sorcerer. One midnight, under a moonless sky, the poet Virgil was said to have summoned eighty thousand devils before a mountain in southern Italy, and by means of incantations and devices of supernatural power set the unholy horde to tunneling through the mountain's base. When the sun rose, the devils were nowhere to be seen, but from one side of the mountain to the other was a tunnel as wide as a road.

This tunnel exists. According to history it was the work of the engineer Cocceius Auctus under the supervision of Marcus Agrippa, Caesar Augustus's most capable advisor. This road tunnel was one of three that were dug by the Romans during Augustus's rule. The tunnels marked an exceptional development in engineering; nothing like them had been built before and nothing like them would be built again for nearly two thousand years.

During the 19th Century, with the advent of the Industrial Revolution, the populations of cities were growing beyond anyone's expectations. Perhaps the most obvious sign of this was the trouble of heavy traffic on the roads. It was said that you could travel from New York City halfway to Philadelphia in less time than took to traverse the length of Broadway.

To many, the answer seemed to lay underground. A system of roads or train tunnels beneath the earth would alleviate the traffic problems caused by overpopulation. To others, the idea of underground travel presented greater danger than the trouble with traffic. Some clergymen called subways a "flirtation with the underworld" and a "trespass in the realms of the devil."

In the world of Gothic Earth this is certainly so. But, trespassing or not, by 1900 subways had opened under six of the world's cities: London, New York, Glasgow, Budapest, Boston, and Paris.

LONDON, ENGLAND

After 1800 it became obvious that population growth and mercantile pressures necessitated a tunnel beneath the Thames River. It was attempted in 1802 but the work was plagued by cave-ins and in 1808 water burst into the tunnel, filling it and destroying all that was done. Tunneling through the watery ground beneath the Thames was deemed impractical and the idea was abandoned.

Yet one man did not give up. The French emigré Marc Isambard Brunel observed a shipworm boring through a fragment of wood he picked up in a dockyard. He noted that the hard, shield-like head ground through the wood while the body coated the passageway with a shell-like secretion of slime. It was this observation that gave Brunel the inspiration for his tunneling shield. The shield would serve as a mobile backbone for the digging, holding up the earth around the tunnelers while brick layers worked behind it to shore up the area that had already been dug. This invention gained him the patronage of the Duke of Wellington, and in June of 1824 the project for a new Thames tunnel had royal consent.

But Brunel was plagued by dire omens. The first stroke of iron to the gravel produced a thunderous sound which seemed to Brunel "like the rattling of multitudinous chains." The first strike with picks caused water to spurt into the frame of the shield. Workers found themselves digging through silt, gravel, and sand so fine and waterlogged "as to have become absolutely fluid" — quicksand.

The worst was yet to come. A black mud that made workers ill often leaked through the walls and at one point a "shower of bones" rained down into the tunnel along with broken pieces of china and glass. After floodings, cave-ins, pockets of exploding gas, a dozen deaths, two nervous break downs, a strike, and nineteen years, the 400 yard tunnel was opened to the public.

Within fifteen weeks one million people would pass through. Although intended for vehicles, it was used mainly as a pedestrian tunnel with a charge of a penny a head. According to the American writer Nathaniel Hawthorne, by day it was filled with stalls like an underground street market and sometimes there would be an exhibition of paintings, or a fair with games of chance, "mysterious ladies" and "American wizards." Then, when darkness cloaked the riverside streets, the tunnel became a home for the "temporarily embarrassed and the chronically down-and-out." These people, "mindful of the flaring gaslights, named it the Hades Hotel."

This ended in 1865 when the East London Railway Company bought the "Hades Hotel" in order to incorporate it into the growing network of the London Underground. These tunnels were dug through much more stable ground and closer to the surface than the Thames tunnel, so the work was less of an ordeal. The workers dug through the deposit of bygone generations of Celts, Romans, Saxons, Danes, and Normans.

The London Underground was run by steam engines with names like Mars, Mercury, Medusa, Pluto, Cyclops, and Cerberus. The trains had a first, second, and third class car. The smoke and steam of the engines made the air in the tunnels smell sulfurous and gave frequent passengers a dry, hacking cough. Some medical reports claimed the smoke caused asphyxiation, and several deaths were attributed to poor air quality.

Another tunnel was dug under the Thames with greater ease and no casualties using a shield of a new design. At first used as a cable car passage, by 1870 it was used only by pedestrians, and when the London Bridge was completed in 1894, it was closed to traffic and threaded with water mains.

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FORBIDDEN LORE

The Red Death initially opposed intrusions beneath London soil, its minions caused much of the trouble that plagued the first two efforts at making a tunnel beneath the Thames. Once the "Hades Hotel" was finished, however, the Red Death saw the advantage of allowing London's citizens "a flirtation with the underworld."

Digging the subways through the deposits of history disturbed many spirits that should have been left to rest, and the subways are used as thoroughfares by creatures that would be unwelcome on the surface or endangered by the light of the sun. Because of subways, the Red Death has gained more minions and a dark world it can easily control.

One of the more recent additions to the forces of darkness is a ghost named Mikael Kazinski, an immigrant from Poland who worked on Brunel's tunnel beneath the Thames. He was the leader of the labor strike that occurred about halfway to the tunnel's completion. The laborers went on strike for more pay, and an end to payment by the distance excavated. The directors of the project asked Kazinski to meet them in the tunnel to talk. The directors chained him to a wall, intending only to frighten him by leaving him for a while in the damp darkness of the tunnel, but a cave-in suddenly flooded the tunnel with water. The directors fled, ignoring Kazinski's screams for help as the fetid and murky water rose above his shoulders. Without their leader, the strikers gave in. Kazinski's body and the chains which bound him to the wall were never found.

A flood of rain water in the tunnel awakened Mikael Kazinski's spirit, and now he haunts the "Hades Hotel" as a poltergeist. Usually his manifestations are the frightening but harmless sounds of chains rattling or a scream for help in Polish from some distant abyss. More recently, however, the poltergeist has become agitated. Kazinski has been making hot coals shoot out of the engine stoves and has been snuffing the gas lamps that light the tunnels. Sometimes an engineer working the night shift stops and abandons his train in the middle of the tunnel. When found, the delirious engineer claims that he witnessed a cave-in and nearly drowned in a flood. These claims are attributed to hallucinations due to fatigue and the bad air in the tunnel.

NEW YORK, NEW YORK

In the 1800's, New York City was experiencing the same kind of growing pains as London, but attempts to introduce legislature for rapid transit were blocked. A man named William Marcy "Boss" Tweed stood in the way. Tweed controlled much of the government through his political allies, known as the "Black Horse Cavalry." He blocked the moves for a subway in order to press his own plans for omnibuses and elevated trains.

His opponent, and the major proponent for subways, was Alfred Ely Beach, co-publisher of the *New York Sun*, editor of *Scientific American*, patent attorney, and inventor. Beach was a nexus of new technology, and reputedly never turned an inventor from his door. Alexander Graham Bell, Samuel F. B. Morse, and John Ericson (the designer of the Civil War ironclad called the Monitor) were among those who sought him out. Thomas Edison first demonstrated his phonograph in Beach's office. Beach spun the crank and it warbled, "Good morning, sir. How are you? How do you like my talking box?"

Beach was a small and delicate man, who went to bed early, got up early, exercised daily, attended church every Sunday, and worked very hard. Tweed on the other hand was a large and loud man who preferred the company of "big-handed, red faced, boisterous men" like himself. It seemed the two were natural enemies.

Beach could not succeed in passing a charter to start a subway. Instead he pressed a charter to dig two four-foot-wide mail tunnels along a long stretch of Broadway. These tunnels were designed for a pneumatic system of propulsion that would suck the mail through the tunnels using huge fans. Delighted that Beach was no longer attempting to build a subway, Tweed allowed the bill to pass. But

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Beach was clever. He asked the legislature for an amendment to his charter. He wanted one Eight foot tube instead, to simplify work and save money. The amendment passed.

Beach worked fast. The tunnel was dug from the basement of a clothing store by night and the dirt carted away in covered wagons on muffled wheels. In just two months he had a tunnel dug from Warren Street to Murray Street. The only real obstacle to the digging was a complete surprise: the foundations of an old Dutch fort from the colonial era. One by one, the stones were loosened and taken away. The completed tunnel was 312 feet long, cylindrical, painted white, and furnished with a single car. The stations at either end were brightly lit and furnished with chandeliers, statues, fountains, and pools with goldfish. Beach opened the subway on February 28, 1870.

It was an immediate success. Here was a subway that seemed to have appeared overnight. It was beautifully decorated, and best of all, there was no steam or smoke. This subway was pneumatic. The car was pushed and pulled by the air itself. One reporter found it so wondrous that he dubbed it "Aladdin's Cave."

Tweed could scarcely believe it. He attempted to punish Beach upon the grounds that Beach had breached his charter. Inexplicably, he failed. He pressed legislation for his elevated train lines, and this too failed. Soon, Tweed found himself accused of forgery and grand larceny. He was able to delay the trial until 1873 but was convicted for his political corruption and sentenced to life in prison.

Despite his initial success, Beach's plans for a system of

subways went nowhere. Curiosity and novelty wore off, and by the end of 1874, no one took his tunnel seriously. Scientists and engineers were increasingly vocal about the limitations of pneumatically driven trains. Attention shifted to elevated train lines and other above ground transit systems. Beach rented out his tunnel for a shooting gallery and later as a storage vault for wines, but at length these proceeds could no longer cover the upkeep. He closed the tunnel and bricked it up.

By 1890, few people even remembered the ill-fated subway. Beach remained as editor of Scientific American but kept out of the public eye. In 1896, he died of pneumonia, reportedly the only serious illness of his life.

FORBIDDEN LORE

Alfred Ely Beach is a member of a qabal known as the Brotherhood of Alchemae. He was inducted into it's ranks by none other than Thomas Alva Edison. As a patent attorney and editor of the *Scientific American*, Beach was the perfect candidate for membership.

When Beach came into conflict with Tweed, there was more at stake than the traffic troubles of New York. Tweed, along with his "Black Horse Cavalry," were secretly members of the Society of the Keepers, a qabal dedicated to preserving the dangerous secrets of the world. Though politically corrupt, Tweed and his fellows labored valiantly to do just that. The secret they were assigned to guard was an artifact known as the *Fenris Heart*.

The *Fenris Heart* is black stone in the shape of a human heart. It seems to be obsidian, but it is unbreakable and pulses with warmth. Legend has it that the *Fenris Heart* has many dark powers, but that its greatest power is to act as a key to the destruction of the world. Supposedly, certain arcane rituals involving the *Fenris Heart* will bring about the Ragnarok of Norse myth.

The *Fenris Heart* was brought to America by the Viking, Lief Ericson. He buried it and left America, hoping the evil item would never again fall into the hands of man. But later Dutch settlers discovered the item and brought it to the Dutch fort. Fearing its dark power, the soldiers buried the *Fenris Heart* and vowed never to reveal its location.

The Society of the Keepers knew the remains of the fort lay somewhere under New York City, so Tweed was assigned to assure that the remains and the *Fenris Heart* were never found. Tweed erred in allowing Beach to dig his "mail tunnels," and when it was learned that Beach had found the fort, Tweed's allies turned against him and had him put in jail.

Beach had not discovered the *Fenris Heart*, but he learned from a diary buried in the fort that the artifact was buried somewhere nearby. His scientific curiosity piqued, Beach scuttled plans for any subway system by encouraging members of the Brotherhood of Alchemae to discourage it. Having prevented further excavation, Beach began his search beneath New York with the resources of the Brotherhood behind him.

Soon after, two other qabals learned of the *Fenris Heart*: Die Watchtern, and the Six-Fingered Hand. A secret war began beneath the streets of New York between the four qabals; a war that will be won by the qabal that finds the

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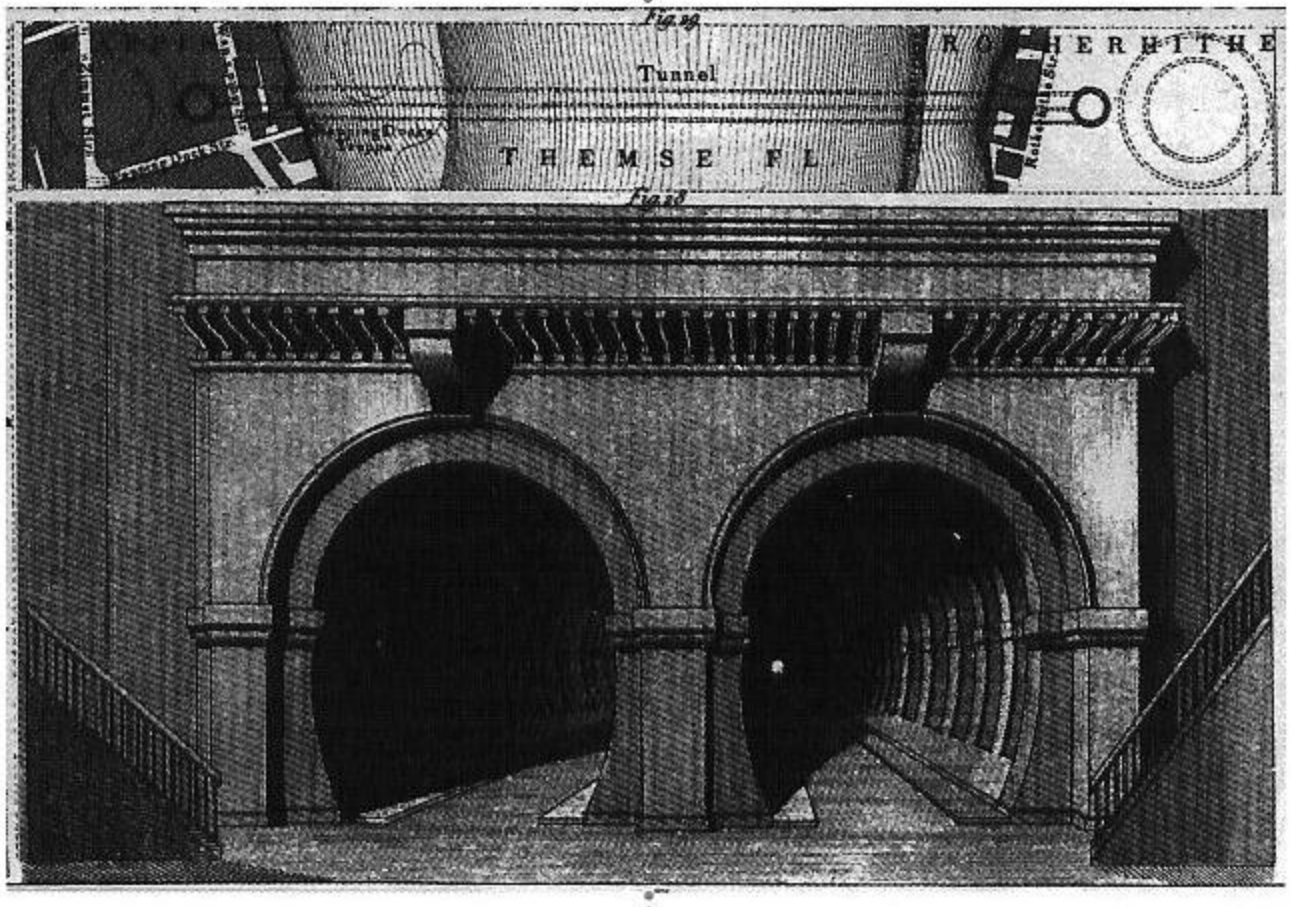
Fenris Heart. By the 1890's the secret war has raged for almost twenty years. Alliances have been made and broken and within the qabals bitter feuds have risen and subsided. The participants in this conflict are weary but relentless and the battle will continue until the *Fenris Heart* is found. The Society of Keepers will hide it. The Brotherhood of Alchemae want to study it. Die Watchtern seeks to destroy it. The members of the Six-Fingered Hand will use it.

In 1896, Beach does not die of pneumonia. He remains as healthy and sharp of wit as ever. Beach fakes his death to make his opponents in the secret war complacent while the Brotherhood of Alchemae acts upon a new clue to the whereabouts of the *Fenris Heart*. "Aladdin's Cave" is converted into a secret lab and base of operations for the Brotherhood of Alchemae.



MYSTERIOUS SUBWAY OCCURRENCES

1. The passengers disappear but the driver sees nothing unusual.
2. A train or subway car vanishes while *en route*.
3. The train roars through the station at top speed and passengers are glimpsed struggling with . . . something.
4. The station is deserted except for the player characters. The train or trolley pulls up and all the passengers inside are dead.
5. The player characters are riding through the subway when suddenly all the lights go out. There are a few screams and sounds of scuffling and when the train reaches the station a member of the party is missing.
6. When the characters explore a subway on foot, an unscheduled train bears down on them. Just when it is about to run them down it derails and crashes into the wall. The player characters barely escape with their lives. When the unscheduled train is checked out, they find it empty. Later they learn that the train was retired from service after a previous accident.
7. The player characters find themselves riding in a runaway train. The driver has disappeared and the controls have been broken.
8. A person the player characters pursue runs into the subway and leaps in front of an oncoming train. When the train passes, no trace of the person is found. The driver of the train saw nothing.
9. The subways are closed for a few weeks because something is warping the tracks. If the player characters investigate, they see the tracks moving like snakes, as though the metal is alive.
10. The player characters are riding a train when it suddenly takes an unexpected turn into a strange tunnel. Soon the train is hurtling through darkness and no one knows where it is going.
11. While the characters are exploring the subway on foot, they hear a rumble and the ceiling caves in just ahead of them. Moments later, a train rounds the corner, bearing down on them at full speed. Just before they are crushed in the inevitable crash, one character finds a secret passage. They escape unscathed but the subway is now blocked by the wreckage. The strange secret tunnel is the only way out.
12. One of the subway trains starts to have mechanical problems. The gas lamps flicker on and off. Doors seem to open and close for no reason. The brakes don't always work when needed. The train has become host to a greater animator whose ward is a depressed and overworked accountant who rides the subway to work everyday like clockwork. The animator uses it's influence to make sure the ward gets to work on time and to eliminate individuals who it feels endanger the accountant's need to ride the subway.

For more lore on the subways of the gothic age look for these book at your local library:

Labyrinths of Iron by Benson Bobrick
The Story of London's Underground by John R. Day
Adventure Underground by Joseph Gries
Atmospheric Railways by Charles Hadfield
Famous Underground Railways of the World by A. J. F. Wrottesley ■

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INTRODUCING LIVING GREYHAWK
WELCOME TO THE FLANAESS

living greyhawk

At GEN CON® 2000, the RPGA® Network will introduce the next step in the evolution of DUNGEONS & DRAGONS® campaigning — LIVING GREYHAWK™. The debut of 3rd Edition D&D® presents the best possible backdrop for this exciting new adventure. The entire GREYHAWK® setting is now ours to enjoy in this open-ended campaign.

CAMPAIGN STYLE

LIVING GREYHAWK will emphasize character development and roleplaying. Ours is a campaign of great adventure, of travels to distant, exotic lands, of ruthless politics, daring dungeons, fantastic escapes, and enduring romance. In short, LIVING GREYHAWK is DUNGEONS & DRAGONS at its finest.

As campaign worlds go, GREYHAWK can be considered "Middle Fantasy," more Jack Vance than Terry Brooks, more Fafhrd and Grey Mouser than Drizz't and Raistlin. It is a world where the PCs are the heroes. There are no super-heroic NPCs cleaning out dungeons before the PCs get there. That's the job of the player and his or her character.

The campaign as a whole will be administered by a group of dedicated RPGA members known as the Circle of Five. The Circle will plan the plotline of the international campaign, and facilitate the needs of regional managers, known as Regional Triads.

REGIONAL ADMINISTRATION

Though LIVING GREYHAWK is an international campaign, with heroes traveling all corners of Greyhawk's world in search of adventure, a primary focus of the campaign falls at the regional level. With three local administrators (Regional Triads), players will have greater influence within their own area, taking on positions of importance, being responsible for significant victories of local import, etc. Through this "decentralization" of the chain-of-command, the leadership structure will be able to handle local affairs locally, leaving the campaign administrators, the Circle of Five, to oversee the international campaign and tackle "macro" issues and problems.

We've split the United States and Canada into a number of regions, with Europe and the rest of the world soon to follow. Each region has been assigned a nation within the Flanaess, the primary continent of the GREYHAWK Campaign. Triad members will get a chance to develop their nations for the campaign, defining the backdrop before which events in their local campaign will occur. Regions that neighbor each other in the real world have been assigned neighboring Flanaess regions, to add to the believability of cross-campaign interaction. Additionally, we've reserved evil and primarily-demihuman realms for the campaign directors to develop and control.

The local region will act as the "base of operations" for characters created and played in that region. When a player travels to a convention outside his or her region, their character makes a trip as well. Players may experience modules from different regions only by traveling to conventions in other regions, as regional modules will not be available for ordering outside the region for which they are intended. In addition, a great many LIVING GREYHAWK adventures will be set in neutral (unassigned) lands or wild regions, and maybe even evil kingdoms, as well. All players will participate in these adventures, which will tell the story of the overall campaign and form the common context for players in all regions.

GETTING INVOLVED

There's still time to get involved in LIVING GREYHAWK! To apply for an open position, send a letter of introduction, explaining your interest in the campaign, a resume, and a "gaming resume" (explaining your hobby and, if applicable, professional gaming experience) to RPGA HQ and the Circle of Five, listed below.

The RPGA currently needs to fill several Regional Triad positions. The engines of LIVING GREYHAWK, Regional Triad members "run" the campaign in their own region, controlling plot elements, tournaments and meta-campaign issues unique to their region. Responsibilities for triad positions include:

- Developing and guiding local storylines.
- Providing a regular newsletter communicating local happenings to regional players.
- Creating and supporting a regional Web site to keep the local players updated on the regional campaign, and to evangelize participation at the regional level.
- Editing local modules both for technical concerns and for overall local storyline impact.
- Overseeing regional meta-gaming organizations, such as guilds, armies, etc. within the common rules context provided by the Circle of Five.
- Maintaining contact with Circle of Five to ensure that local plots mesh with international events.

For additional details on position responsibilities and requirements, please visit Living Greyhawk's home on the Web at: http://www.wizards.com/rpga/livinggreyhawk/index.htm

LIVING WORLD OF GREYHAWK CAMPAIGN STAFF

RPGA HQ	CIRCLE OF FIVE		
Robert Wiese rpgahq@wizards.com	**Plot/Continuity Director**	Erik Mona	Iquander@aol.com
	Rules Administrator	Cisco Lopez-Fresquet	cfresquet@aol.com
	Communications Director	Cheryl Llewellyn	cheryl@arnak.com
	Regional Liaison	John Richardson	niblik2000@aol.com
	Regional Liaison	Vacant Position	

REGIONAL TRIADS

TRIADS	ASSIGNED REGION	TRIAD MEMBERS	
SOUTHERN REALMS Alabama, Arkansas, Kentucky, Louisana, Mississippi, Tennessee	Yeomanry	M. Ray Boshell Jr. Ernest C. Mueller IV (POC) Vacant Position	haleyvil@sonet.com ernestm@towery.com
EASTERN CANADA New Brunswick, Nova Scotia, Ontario, PEI, Quebec	Ket	Steve Campey (POC) Bill Gould Chuck Wharton	camp6430@mach1.wlu.ca darshiva@home.com walchuck@interlog.com
GREAT PLAINS 1 Iowa, Kansas, Missouri, Nebraska	Dyvers	Rob Flaherty Andrew VanHooreweghe (POC) Mick Hitch	redtwo@uti.com avan@cfu-cybernet.net mtknife@avalon.net
GREAT PLAINS 2 Texas, Oklahoma	Bandit Kingdoms	All positions vacant	
MID-ATLANTIC Delaware, District of Columbia, Maryland, Virginia, West Virginia	Geoff	Sholom West (POC) Tim Joslin Mitch Harrelson	MA_triad@iname.com hoopfan@netscape.net gamblr@earthlink.net
MIDWEST 1 Ohio	Veluna	David Hirst Victor Long (POC) Vacant Position	Lrdgreystk@aol.com thenodrin@aol.com
MIDWEST 2 Michigan	Furyondy	Brian P. Hudson (POC) Roger Bert Vacant Position	MITriad@flashmail.com furyondy@tdi.net
MIDWEST 3 Illinois, Indiana	Verbobonc	All positions vacant	
MOUNTAIN STATES Colorado, Montana, New Mexico, Wyoming	County of Urnst	Tim Creese Daniel Llewellyn (POC) Richard Kohl	Timothy.Creese@lsil.com daniel@arnak.com rwkohl@earthlink.net
NORTHLAND 1 Wisconsin	Highfolk	Jason Bulmahn(POC) Daniel R. Cunningham Christopher M. Tulach	bulmahnjm@aol.com brontomn@execpc.com tulachsj@westbend.com
NORTHLAND 2 Minnesota, North Dakota, South Dakota	Shield Lands	Lars Granrud (POC) Brandon Kaya Vacant Position	gran0145@tc.umn.edu gorta@io.com
NORTHEAST 1 CT, MN, MA, NH, RI, VT	Bissel	All positions vacant	
NORTHEAST 2 New Jersey, New York, Pennsylvania	Keoland	All positions vacant	
PACIFIC NORTHWEST Alaska, Alberta, British Columbia, Idaho, Oregon, Washington	Duchy of Urnst	Robert Ehmann Bill Stier Ryan Hicks	rehmann@ucinet.com wstier@u.washington.edu rhicks@jetcity.com
SOUTHEAST 1 North Carolina, South Carolina	Gran March	Jeff Kahrs Nick Perch Pete Winz (POC)	0ghmyte@bellsouth.net nickperch@aol.com pwinz@ibm.net
SOUTHEAST 2 Florida	Principality of Ulek	Zivan Denney Larry Heydorn Christopher Reed (POC)	zdenney@mpinet.net hdragonsna@aol.com fltriad@aol.com
SOUTHEAST 3 Georgia	Duchy of Ulek	Shy Aberman (POC) All other positions vacant	shy@aberman.com
SOUTHWEST 1 Arizona, Southern California, Utah	Nyrond	Hohn Cho (POC) Steve Hardinger Dennis Holmdahl	hohncho@pacbell.net partdragon@aol.com drachos@aol.com
SOUTHWEST 2 Northern California, Nevada	Theocracy of the Pale	Jason Singleton (POC) Pete Willis Vacant Position	twoklbs@jps.net aslan@cruzio.com
SOUTHWEST 4 Hawaii	Ratik	All positions vacant	
AUSTRALIA/NEW ZEALAND	Perrenland	Paul Schmidt (POC) All other positions vacant	Pope.ug@ihug.co.nz

(POC) Point of Contact

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"Dilemma's Tusks" is an AD&D® adventure for low- to mid-level characters, perhaps six 3rd to 6th level PCs. It begins in a barony on the brink of war and ventures into the madness of nightmares. The PCs must separate perception from reality throughout the adventure, keeping one step ahead of a very complex situation.

dilemma's tusks

AN AD&D ADVENTURE FOR CHARACTER LEVELS 3-6

BY MIKE SELINKER

PART I: DIPLOMATIC BREAKDOWN

1. BEGINNING

The PCs begin in a barony. How they get there is up to the Dungeon Master, but once there, they should be looking forward to change.

Rain has drenched the barony for two full weeks, so why would today be any exception? The downpour, you're certain, is driving away potential employers for adventurers such as yourselves. Sadly, little employment is available as the war against the humanoids has drained the region's economic strength. The faraway king has called all of the local baron's armies to fight his uncertain war.

There is a pounding at your door. A voice shouts, "Open up in the name of the baron!"

At the door is Emanuel, a 16-year-old courier. He bears a message engraved with the baronial seal. The message says, "Be at the manor in one-half hour."

Emanuel will deliver the letter and leave, unless the PCs ask him to stay. He reveals that his greatest desire is to fight against the evil humanoids. He waves his short sword demonstratively, swearing death to all who oppose his wrath. Regardless, Emanuel will leave the PCs' home ahead of them, running through the mud.

Emanuel, mh 0: AL N; AC 8; MV 12; hp 3; THAC0 20; #AT 1; Dmg 1d6 (short sword); MR nil; SZ M; ML 8.

2. AMBUSH

After Emanuel leaves, the PCs may trudge through the mud of the uncovered market. When they reach point 2, they hear the clamor of combat and see a crowd around a focus to the northeast.

As the PCs near the crowd, they hear citizens saying, "Those beasts killed that boy!" If the PCs break through, they see this:

The boy, Emanuel, lays dying in the mud. Six hobgoblins stand in a circle with weapons outstretched, waving the humans away.

If the PCs attack immediately, the hobgoblins defend themselves. None will leave their comrades. Should the PCs charge, crowd members join in, throwing sticks, stones and mud.

If the PCs hang back, they notice several things. First, the hobgoblins stand around an injured comrade who has a sword gash on his back. Second, Emanuel's blooded sword lays near him. Third, no one has helped the boy, who is at –2 hp when the PCs arrive and is steadily getting worse.

What actually happened: The hobgoblin envoys came through the market to assess the surroundings for their chief's upcoming visit. When they entered the marketplace, they were jeered by the anti-humanoid crowd. Emanuel, seized by patriotism, attacked a hobgoblin from behind, seriously injuring him. Another hobgoblin retaliated instinctively, critically wounding the boy. The hobgoblins circled their comrade to defend themselves from other attacks by the incensed humans.

The hobgoblins have forgotten their peaceful mission and concern themselves only with leaving the market alive. They don't want to hack their way through the angry crowd, but don't have any better ideas. They will not leave their fallen comrade behind. Only one, a sergeant named Varkos, can speak Common. He will not accept any help from humans, including curative magic.

Emanuel needs attention or he will die at –10 hit points. He loses 1 hp per round until his wounds are bound or cured. On the fourth round (or whenever the boy is cured), his mother arrives and cries out his name. This peasant woman weeps and asks anyone who looks like a cleric to help her son.

If the PCs kill all the hobgoblins, the crowd cheers them for ridding the world of such evil. If they instead drive the hobgoblins out of the market, they will be hailed as heroes. If the PCs let them go without a fight, the crowd will boo and disperse, muttering comments about "useless goody two-shoes." Whatever the PCs do to help Emanuel will not alter the crowd's reactions.

Hobgoblins (7): AL LE; AC 5; MV 9; HD 1+1; hp 6 (sergeant has 9); THAC0 19; #AT 1; Dmg 1d8 (longsword) or 1d3 (whip—sergeant only); MR nil; SZ M; ML 12.

Citizens (100): AL varies; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg by weapon; MR nil; SZ M; ML 6.

3. AUDIENCE

When the PCs arrive at the manor, they are welcomed by Neville Socrates, the Baronial Advisor (see Non-Player Characters). He introduces himself and leads the PCs into the audience chamber.

Baron Regmont Winchelsea lightly dozes on a throne. His wife, the Baroness Anastasia, tries politely to waken him, and you can see the frustration etched on her face. Young Baronet Reg Junior plays with a miniature knight and dragon at the couple's feet. Socrates clears his throat, awakening the baron from his slumber. "These are the

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guards you requested, sire," Socrates says. The baron focuses his vision and says, "They look like a competent enough bunch, Socrates. Hire them. I'm going back to sleep before the envoy arrives."

The PCs may respond as they wish, but the baron won't notice. He tries to stand, but needs his wife's support to climb the stairs. The baronet follows his father.

Socrates apologizes for the baron's curtness, claiming the man has had precious little sleep. He encourages the PCs to look around the lower level. If they have any mounts, he suggests they house them in the stable. Assuring all will be explained, he excuses himself to go check on the baron's condition. The characters have about fifteen minutes to themselves before the advisor returns, but in that time encounter 4 occurs.

4. TANTRUM

The baronet wanders into the kitchen while the PCs look elsewhere. Therein he finds a bucket of grease, which he spreads over the floor. At some opportune moment, he ignites the grease with the flint and steel in the kitchen. When it begins to blaze, he starts crying. The child will not think to leave, so will be trapped in the northwestern corner as it burns.

In the haze of a sudden conflagration, you make out the image of the baronet in the far corner. He is trapped by the blaze, screaming for his father.

The baronet's loud crying should attract the PCs. He will die in ten rounds of smoke inhalation, but won't be burned till well after that. Three rounds after the blaze begins, Socrates will return from upstairs and help the PCs extricate the baronet. The fire does 1d6 damage to anyone who enters it. It flares for +2 damage if water is applied, but can be smothered by tapestries and drapes.

After the baronet is saved and the fire quenched somehow, the Advisor will explain why the PCs are here. See encounter 5.

5. EXPLANATION

The advisor sits down to explain.

"The war against the humanoids has left this barony without an army, as the king has called up the local militia. The baron needs you to guard negotiations with an unaligned hobgoblin tribe. He hopes to convince these hobgoblins that they should join with the human forces against their rival tribes of humanoids. The hobgoblins will be here in about two hours, or so they've said. You will be heavily rewarded for your services. Will you help?"

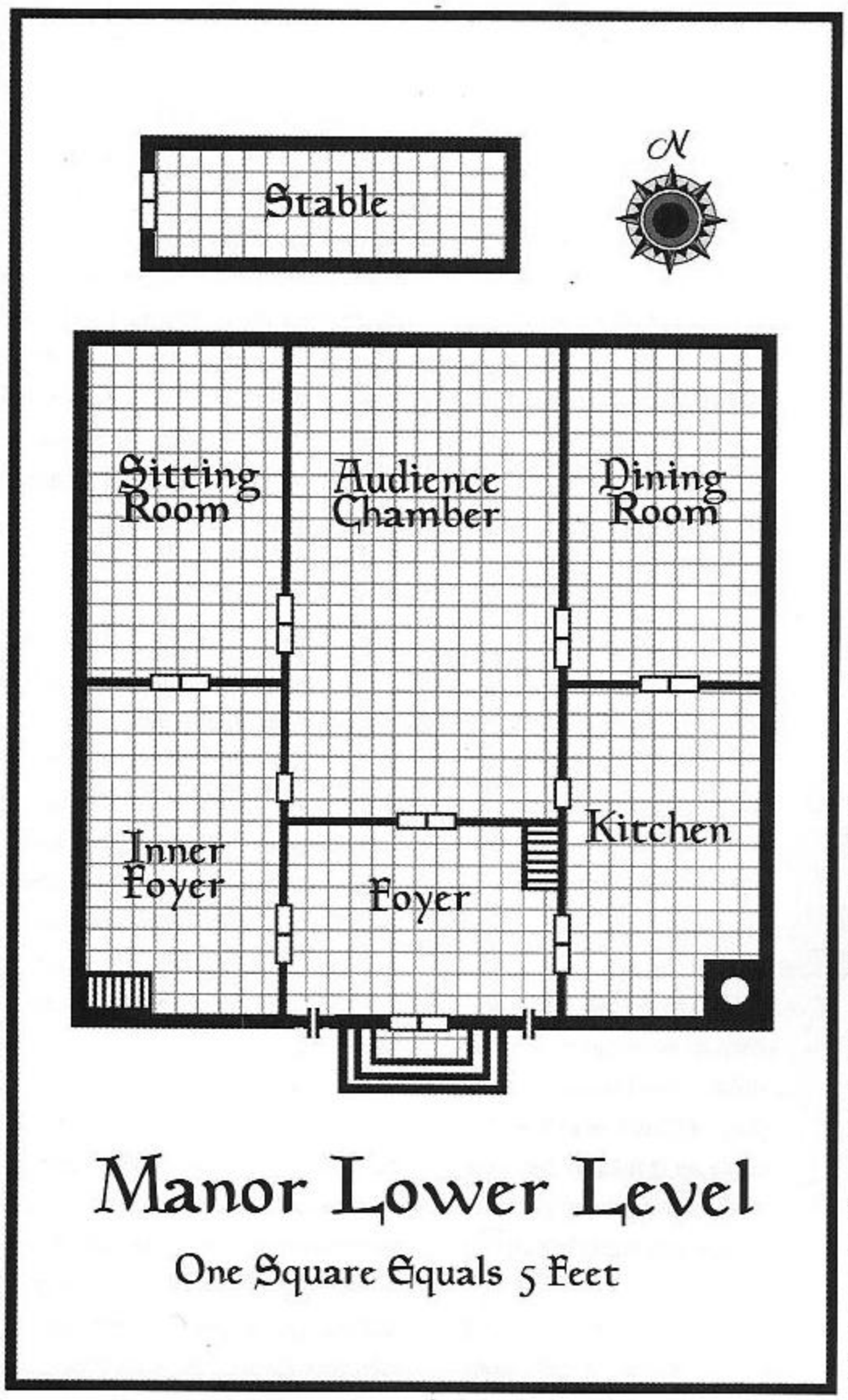
Socrates does not know about the market incident, but will want to know the result. If the PCs killed the hobgoblins, he will suggest they keep this information quiet when the envoys arrive.

THE MANOR, LEVEL ONE

The lower level of the stone-walled manor is furnished in the finest style. Most of the servants live in small houses near the manor.

The FOYER is used to greet guests; it contains coatracks, weapon sconces, and other amenities. The INNER FOYER contains chairs and tables, and is often used for meetings. The KITCHEN contains a fireplace, knife racks, an ice cooler, and so on. The DINING ROOM has a large table and comfortable chairs, plus serving instruments on the walls. The AUDIENCE CHAMBER is where the baron greets visitors; there is a dual throne, weapons on the walls, and standing suits of armor. The SITTING ROOM is used for relaxation, with its plush divans, loveseats, bookshelves, and reading candlestands. Every room on this floor is decorated in royal decor.

The STABLE out back contains four horses, including the baron's medium warhorse. There various equine care props here, and room for the PCs' horses.



Regardless of what the characters say, they will soon hear a rumbling like that of an army marching. See the next encounter.

6. DIPLOMACY

The hobgoblins have arrived early. Two hundred hobgoblins march through the streets in battle regalia. They will be 200 yards away from the manor doors when the PCs first hear the sounds.

Hundreds of hobgoblins march in rows of four through the streets. An important-looking hobgoblin leads the platoon, and you can see more symbols of leadership from deep in the ranks. The tribal standard, emblazoned with a bloody blade, rises from the center of the army. Barony citizens watch the army pass from the streets and windows of nearby buildings. An alarmed Socrates gasps, "They're here early! Hold them at the door while I wake the baron!"

As the hobgoblin army slowly closes on the manor, the hobgoblins split off into two columns of marchers. This allows the chief and his subchief bodyguards (including the "important-looking" one in front) to meet at the front of the army and still be flanked by troops. If the PCs attack the hobgoblins, the subchiefs will move to defend their chief while the rest try to surround the PCs.

If the hobgoblins are not attacked, Chief Kronar will step forward with his subchiefs and demand to see the baron. The chief will protest the ill-treatment of his envoys (from encounter 2), insisting on an explanation for why villagers attacked his scouts. In a gruff, suggestive voice, he will ask what exactly stands between the hobgoblin army and subjugation of the barony. Should this fail to incite the PCs, he will become even more bellicose unless the PCs can mollify him. Bribery won't work, since he thinks he can take everything here by force. Charm spells might help, of course.

If the PCs cannot quell the chief's baser desires, he will order his hobgoblins to assault the manor. A well-organized party should stop the hobgoblins from breaching the front door. Hobgoblins will try to enter the foyer through two ground floor windows as well as the door. They chief will avoid melee, and the subchiefs will avoid interposing themselves between the PCs and the chief.

On the tenth round after the hobgoblins arrive or on the fourth round of combat, a red dragon will appear on the manor roof and start blasting away at the hobgoblins. This surprising development is described in encounter 7.

Hobgoblin chief Kronar: AL LE; AC 2; MV 9; HD 4; hp 22; THAC0 15; #AT 1; Dmg 1d10+3 (two-handed sword) or 1d3+3 (whip); MR nil; SZ M; ML 14.

Hobgoblin subchiefs (8): AL LE; AC 3; MV 9; HD 3; hp 16; THAC0 17; #AT 1; Dmg 1d8+2 (longsword) or 1d3+2 (whip); MR nil; SZ M; ML 14.

Hobgoblin sergeants and assistants (26): AL LE; AC 5; MV 9; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1d8 (longsword) or 1d3 (whip); MR nil; SZ M; ML 12.

Hobgoblin grunts (165): AL LE; AC 5; MV 9; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1d8 (longsword); MR nil; SZ M; ML 12. All hobgoblin regulars have +1 to hit and +1 morale while the tribal standard is raised.

7. DEUS EX MACHINA

A juvenile red dragon silently materializes on the roof of the manor. It breathes fire into the mass of hobgoblins, incinerating at least fifty in a blast aimed at the tribal standard. Its second breath the next round will obliterate a closer mass of hobgoblins around the front steps (and will hit any PCs standing outside the front door). The third breath will fire into the houses, killing civilians and setting buildings ablaze. Its fourth breath will be directed at PCs if possible, or villagers if not. If any PC can look up to the roof, he or she will see this:

The angriest red dragon you have ever seen perches on the roof of the manor. It takes great delight as it stares into the populace below. Smoke furls from its nostrils.

The dragon is a *shade* (c.f. 6th-level Wizard spell). It will breathe every round, as it is not limited to breathing every third round like its real cousins. It will avoid its other attack abilities unless they would have more impact than breathing fire. The fiery breath does 8d8+4 hit points of damage (save to half); if the *shade* is disbelieved, the breath does 8d6+1 hit points (save to half).

No hobgoblin will attack the dragon, and most will scatter (causing massive trampling in the ranks). Any hobgoblins who breached the manor will stay in rather than go out to face the dragon.

The first time the dragon is injured, it flies 100' into the air. If hit and lowered to less than 5 hit points, it will lose control of its flight and plummet past the baron's window on the second floor (see Part II). It continues to fall and smashes into the stable in back, crushing it and killing any creature inside (perhaps including the PCs' horses, though intelligent beings get a saving throw vs. paralyzation to get out before the disaster). The dragon dies immediately and disappears.

NON-PLAYER CHARACTERS

Baron Regmont Winchelsea, hm f12: AL N; AC 10; MV 12; hp 87 (now 51, as Constitution has dropped from 17 to 6); THAC0 9; #AT 3/2; Dmg by weapon; MR nil; SZ M; ML 15; *brooch of shielding* (50 charges).

The baron is exhausted. He has not been sleeping well for over two weeks now. His nights have been wracked with nightmares of dangers past. Thus, the baron has lost most of his regal tone, tending to drone and nod off every now and then. He knows that diplomatic relations with the hobgoblins must be established, but has difficulty keeping his mind off his exhaustion.

Baron Winchelsea looks bedraggled. There are deep bags under his eyes, and his arms hang limp at his sides. He wears his best purple robe, but the shirt underneath is visibly ruffled. His hair is hastily and unartfully combed, and the wrinkles of his 50 years stand out more than is normal.

Baroness Anastasia Winchelsea, hf 0: AL N; AC 10; MV 12; hp 3; THAC0 20; #AT 1; Dmg by weapon; MR nil; SZ M; ML 8.

The baroness is ten years the baron's junior, having married when she was only 15. Now 40, she finds herself dissatisfied with her existence. She tends toward despondency about the emptiness, craving something more than the drudgery of royalty. She makes rhetorical statements of how it could be and would be if she had not been betrothed so young. Though such a refined concept has not occurred to her, she might not be averse to giving up wealth for excitement and fulfillment.

Baroness Winchelsea used to be quite ravishing, but the years have etched wrinkles, which she tries to erase with cosmetics. She wears the finest in colored lace gowns and is draped with jewelry.

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Any hobgoblins outside the manor will flee in all directions. Any inside the manor also will try to flee once they realize the dragon is gone. See encounter 8 for follow-ups to this cataclysm.

Shade dragon: AL CE; AC –3 (6 if disbelieved); MV 9, Fl 30(C), Jp 3; HD 15; hp 45; THACO 7; #AT 3; Dmg 1d10+4/1d10+4/3d30+4 (1d6+2/1d6+2/3d6+2 if disbelieved); SA fire breath 90'x30'x5' cone for 8d8+4 (8d6+1 if disbelieved); SD detect invisibility; MR nil; SZ G; ML 18.

8. RESOLUTIONS

Any hobgoblins who can leave will do so. The stable is devastated, but no trace of the dragon will be found. The rain will intensify, quenching many of the fires in the buildings.

Inside the house, the advisor will limp down to the lower level. He is down 15 hp from a battle with a gargoyle. He bears claw marks, bites, and gores that could not have been self-inflicted, but no sign of the gargoyle can be found. (If any PCs go upstairs, they will see the advisor attacked by a gargoyle. The gargoyle will flee if attacked, and will disappear when the baron awakens.)

After Socrates has come down, the baron will do so as well. He stretches his arms and says that he feels more refreshed than he has in weeks. And then he asks when the hobgoblins are expected. Stunned, Socrates will brief him on what has occurred. The baron will blanch and express his sadness, demanding a full explanation from Socrates. The advisor will promise to do so first he will ask the PCs to stay on this night to safeguard against any other unforeseen happenstances.

Shade gargoyle: AL CE; AC 5 (6 if disbelieved); MV 9, Fl 15(C); HD 4+4; hp 15; THACO 15; #AT 4; Dmg 1d3/1d3/1d6/1d4 (1d2/1d2/1d4/1d3 if disbelieved); SD +1 weapon to hit; MR nil; SZ M; ML 11.

PART II: DREAMSCAPE

In sabotaging the negotiations with the hobgoblins, the advisor has been robbing the baron of his good sleep by causing horrific nightmares. This he did by casting fear and emotion spells on the sleeping baron, causing his nights to be fretful and unrefreshing. This plan might have led to the collapse of the barony in the face of a hobgoblin army, had the dreamweaver not arrived.

Shiloh, an ethereal dreamweaver (see New Monster), came to ease the baron's sleep. She removed nightmares from the baron's mind and placed them in a safe place—reality. His nightmares of a ravenous gargoyle and a cruel dragon were loosed on reality as semi-real phantasms. These visions could not harm the sleeping baron, so they went in search of victims. The gargoyle attacked the advisor, while the dragon appeared on the roof and began demolishing everything in sight.

This night, the PCs will stay in the manor's upper rooms. Socrates has gone again to the baron's bedchamber. As the PCs settle in, he invisibly casts his *emotion* spell, starting the recurrence of the Baron's nightmares. Shiloh arrives again and soothes the baron's mind with her dreamweaving. Despite the advisor's best efforts, this brings the baron's bad dreams to the Prime Material Plane.

RUNNING THE NIGHTMARES

In running the adventure, treat the nightmares as *shades* (see the 6th-level Wizard spell). Not all the dreams are of monsters, but all are about 60 percent real. These dreams behave as if they were playing out in the baron's mind. However, he can and does die at the end of many of them. If the PCs enter into the dreams by interacting with them, then the phantasms will treat the PCs as prey.

All dreams will appear real to all tests unless actively disbelieved. If disbelieved, a dream creature appears as a jumble of slightly translucent shapes, superimposed on shadowy forms, weighing about half what it should. Like all *shades*, the dreams have armor class 6 if disbelieved, or the monster's normal AC otherwise. Hit points are always 60 percent of what would be normal. They inflict full damage if believed, or 60 percent damage if not. PCs must succeed in the requisite saving throw versus spells in each instance of disbelieving, although if knowledge is communicated that an illusion is unreal, other unbelievers gain +4 to their saves. The DM should make all disbelief rolls for the PCs.

All dreams remain in existence (alive or dead) until dispelled or the baron awakens. If the baron does not awaken, any dream that regenerates will reappear and continue to hunt prey. If the baron dies, the dreams continue in reality until somehow dispelled. Once the baron awakens, all the dreams disappear, though the effects they had on reality do not.

NON-PLAYER CHARACTERS, cont'd

Baronet Regmont Winchelsea the Younger, hm 0: AL CN; AC 10; MV 12; hp 2; THACO 20; #AT 1; Dmg by weapon (none carried); MR nil; SZ M; ML 4.

The baron's six-year-old son is a slow learner. He cries loudly when he doesn't get his way, and sometimes when he does. The slightest injury—a bumped toe, say—is sufficient to start him bawling. His father mollycoddles him, but his mother gets frustrated with his antics. He crawls constantly, despite being capable of walking.

The baronet wears a frilly purple robe and fine clothes, which often lose their whiteness shortly after he dons them. His face is deceptively innocent.

1. ASSASSINATION

After the PCs agree to stay the night, Socrates houses them in the Officers' Quarters. This guards the only two entrances to the upper floor, both stairwells on the south end. The advisor asks them to prepare, and he will come get them after he calls on Baron Winchelsea.

A fair amount of time passes. When your PCs get restless and threaten to explore, the PCs hear a pounding at their door. If they open it, they see this:

The baron leans against the door, his bedclothes stained with blood. Eyes wide with madness, he pitches into your room, quite dead from the knife in his back.

The dead baron is a *shade*, so to all tests except disbelief he appears very real and very dead. The shade will remain until the true baron awakens. Curing or even raising the shade baron does nothing to help.

When the PCs look down the corridor, see encounter 2.

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2. SELF-DESTRUCTION

When the PCs look down the corridor, they will see the baron run across in from the north.

You hear someone running down a nearby corridor in panic. Suddenly, the baron runs into your line of sight, calls for "Guards!" and then leaps out the window.

If the PCs do nothing to stop his descent, this new baron *shade* crashes to the ground with a sickening thud. If the PCs look out, they will see the baron lying dead in the mud and rain. Of course, they already have a dead baron on their hands.

As the PCs react to this turn of events, the baroness arrives in search of her husband..

The baroness, bedecked in an ornate nightgown, walks briskly toward you from the north. She looks distracted as she says, "Hello there. Have you seen my husband?"

If the PCs point out her spouse's location (either one), she will say, "Oh well. That's that, then. Could you escort me to my room?" She will shed no tears over her husband's apparent death. If the PCs suggest they check on the baron below, she will assent begrudgingly. The baron is beyond hope, but by now the PCs should suspect something is up.

The baroness is a *shade*, and at some opportune moment (preferably in the southern corridor), she becomes a vampire and attacks a PC. After being hit twice, regardless of how much damage she takes, she will metamorphose into a gas cloud and float away. Even if she is killed, this will occur.

At the end of this combat, the PCs will hear the baroness's screams from the end of the southern corridor. See encounter 3.

Shade vampire: AL CE; AC 1 (6 if disbelieved); MV 12, Fl 18(C); HD 8+3; hp 25; THAC0 13 (+2); #AT 1; Dmg d6+4 plus 2 level drain (d4+2 and no level drain if disbelieved); SA charm person at –2, +4 damage with weapons (+2 if disbelieved); SD +1 weapon to hit (not if disbelieved), regenerate 3 hp/round, assume gaseous or bat form, spider climb; SW 1d6+1 damage from holy water, recoils from garlic, mirror or holy symbol, and killed by sunlight, running water or stake through heart; MR immune to sleep, charm, hold, poison and paralysis, and half damage from cold and electricity; SZ M; ML 16.

3. GORE

The Baroness's screams should bring the PCs running, if perhaps cautiously. As the PCs near the eastern end of the southern corridor, the baron (yet another *shade*) will be flung into the wall.

Again, the baron dies before you. This baron is in full armor but has a massive chest wound from what appears to be a serious impalement.

Once again, this baron is quite dead and cannot be helped. Turning the southeast corner, the PCs will see this:

As you round the corner, you see the baroness menaced by a huge rhinoceros. The quite-out-of-place rhino gears up to charge the baroness, who screams and stands rigid with fright.

The rhinoceros is a *shade*, but the baroness (see Non-Player Characters) is the real thing. The rhino is hard to stop in its charge. Its poor eyesight means it ignores visual distractions, but a loud noise may deter and confuse it. It will recoil from fire or lightning. It will continue to charge even at –6 hit points, so at least 28 hit points of damage must be delivered to stop the beast in its tracks. The baroness, of course, can be removed from the rhino's path, or a brave PC can interpose.

If the baroness is rescued and the rhino slain, the baroness will hyperventilate. She needs a few rounds of calm to compose herself. Even so, she will panic anew when she sees her husband's body (especially if she sees more than one). If she is convinced it is an illusion, she again stills herself. If anyone threatens her, she will never calm down in their presence.

She can tell that she was taking an evening stroll when she came upon her husband fighting the rhino "like he was ten years younger" (which he was), and found herself trapped in its path. She will ask to be escorted to her room, which is just down the eastern passage.

Shade rhinoceros: AL N; AC 6; MV 12 (charge 24); HD 8; hp 22; THAC0 13; #AT 1; Dmg 2d4 (1d4+1 if disbelieved); SA charge for double damage, trample on charge for 2d4/2d4 (1d4+1/1d4+1 if disbelieved); MR nil; SZ H; ML 11.

4. TANTRUM REDUX

Lurking around this corner is the baronet. As the PCs pass, he leaps from the shadows and bites an unarmored PC's leg for 1 hp damage.

Something whips up behind you and latches onto your legs! Looking down, you see the young baronet, his eyes wild with fury.

The baronet is described under Non-Player Characters. He is real, not a shade. He will clutch the character he bit until injured, killed, deterred by his mother, or pried off by someone with superior strength. If swatted on the nose or otherwise reprimanded, he will cry loudly.

If his mother is there, she will not let the PCs hurt her son, though she would accept them teaching him a lesson

NON-PLAYER CHARACTERS, cont'd

Baronial Advisor Neville Socrates, hm m7 (Illusionist): AL LN; AC 5 (16 Dex); MV 12; hp 32 (16 Con); THAC0 18; #AT 1; Dmg 1d4+2 (dagger +2); SA others have –1 on saves against his illusions; SD +1 saves against illusions; MR nil; SZ M; ML 13; *wand of fear* (65 charges), *ring of protection +3, 2 potions of vitality, dagger +2, ring of mind shielding*. Spells: *change self, hypnotism, light, phantasmal force, spook, blindness, deafness, invisibility, whispering wind, hold person, spectral force, wraithform, emotion* (x2).

The baronial advisor is an orderly, courteous man dedicated to serving the barony. His voice is deep and eloquent, never hesitating or wavering. He is always prepared to deliver anything the baron or his family could desire. His one aim is to protect the lives of the populace. Toward that end, the advisor has allied himself with the king's enemies, the humanoids. He recognizes that the Royal Armies, cannot stem the tide of the humanoids. Rather than subjecting the barony to the chaos of a long and costly war, he is prepared to surrender it in the face of inevitable defeat. He knows the baron would never consent to this, so has elected to destroy negotiations with renegade hobgoblins whom the baron wants to join the king's forces. If this alliance is forged, thinks Socrates, the barony will be plunged into war and may not survive the experience. So he has systematically disrupted the baron's sleep with *fear* and *emotion* spells, ensuring his nights are unrestful. This, Socrates has reasoned, can only harm the negotiations.

Neville Socrates wears neatly pressed business clothes with little ostentation. He is tall, handsome, and somewhat muscular, presenting an overall look of authority.

in manners. Her room is nearby, so she will suggest the PCs continue to her room.

5. RECURRENCE

As you near the baroness's room, the baroness steps out of it. Both baronesses seem shocked to see each other.

The new baroness dresses just like the other Baroness. After the two stare at each other for a few seconds, the one from her room collapses in a faint.

The baroness with the party is no threat because the one from the room is the vampire. If investigated, she will attack until killed. See encounter 2 for her statistics; she is at full hit points.

If the vampire is killed or otherwise banished, the baroness will thank the PCs and bolt herself in her room. She will ask the PCs to make sure her husband—the real one—is alive and well.

When the PCs look down the corridor after leaving the baroness, refer to encounter 6.

6. SUSPECT

The PCs see a shadow on the wall of a man-shaped figure leaning over another. The huge shadow dodges back and forth, as if cast by a flame. If the PCs turn the corner, they see:

Neville Socrates has met his end. The baronial advisor lays dead, an arrow jutting from his chest. A gruff hobgoblin stands above the corpse, bow in hand.

The hobgoblin is real, but the body is a *shade*. Though he has killed what he believes is the baron's chief of staff, this hobgoblin intruder will not fight alone. He will try to flee down the corridor to the north where his allies await. If this occurs and the PCs follow, refer to encounter 7.

Hobgoblin: AL LE; AC 5; MV 9; HD 1+1; hp 5; THAC0 19; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (short bow); MR nil; SZ M; ML 12.

7. DISTRACTION

Seven hobgoblins have come through the linen closet window to kill the baron. They wait in ambush to slay the baron's men, and have concocted a plan to gain surprise. As the PCs round the corner, perhaps chasing a hobgoblin assassin, they see this:

You hear an eerie creaking as a white ghost appears before you! Its sheetlike trailings move back and forth with troubling unlife!

This is the best idea the hobgoblins have had all month. They send out a wheeled coatrack covered by a sheet to simulate a ghost. As the intended victims stand rooted by terror, the hobgoblins pepper them with arrows. The hail of bowfire comes from behind the ghost (four hobgoblins) and in back from the linen closet (three more, or four if the Socrates-assassin escaped).

If the hobgoblins break morale, the survivors try to escape into the closet and down a rope ladder out the window. Hobgoblins cut off from this escape will run toward the baron's bedchamber (regardless of PC actions). Shortly thereafter, the PCs will hear a roar. See encounter 8.

Hobgoblins (7 or 8): AL LE; AC 5; MV 9; HD 1+1; hp 5; THAC0 19; #AT 1 or 2; Dmg 1d8 (longsword) or 1d6/1d6 (short bow); MR nil; SZ M; ML 12.

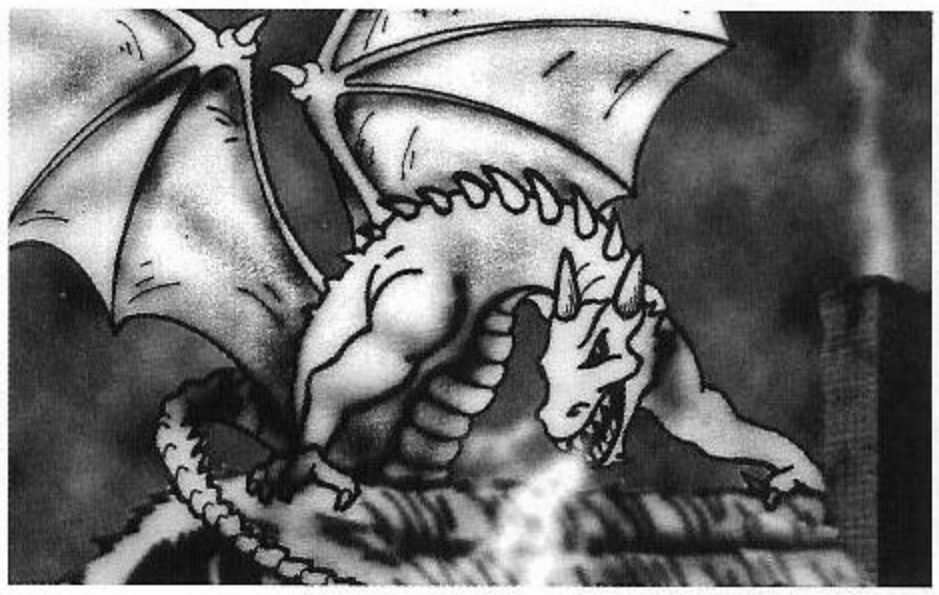
8. WATCHDOG

Any hobgoblins who ran here will be weakened and deafened by a dragonne's roar, making them helpless as it tears them apart. Others within 30′ are deafened (-1 to hit), while those within 120′ must save versus paralyzation or be weakened (-50% Strength). After the roar, PCs may see this:

A monstrous beast, half lion and half dragon, stands with a look of outrage on its face! It seems ready to pounce and devour you!

The dragonne is real. It is the baron's pet (though the PCs don't know this). It's rather stupid and docile for a dragonne, but is infuriated by the hobgoblin arrow in its leg. It can be mollified by most means known to calm dogs. It will even fetch sticks and let PCs pass if they scratch it behind the ear. It will befriend anyone who heals the arrow injury.

Dragonne: AL N; AC 6 (head) or 2 (body); MV 15, Fl 9(E); HD 9; hp 50 (down to 49); THAC0 11; #AT 3; Dmg 1d8/1d8/3d6; SA roar (deafness 30′, weakness 120′); MR nil; SZ M; ML 12.



9. CRUSH

At the end of this corridor is a heavy oak door. As it is touched, the following occurs:

From behind you comes a constant scrape. You see a wall where the open corridor used to be, and it is moving ever so slowly toward the door!

The wall appears at the end of the corridor and moves down the passage. It moves slowly enough to give the PCs time to extricate themselves and fast enough to make them sweat. If they do nothing, the wall will crush them flat.

The door is locked and quite solid. It is, however, a *shade*. (The real door rests against the wall behind the fake door.) If the door itself is disbelieved, it can be unlocked by a thief or knock spell, or broken with 10 hp damage. If not disbelieved, it stands up to any punishment short of a massively destructive spell like *lightning bolt*.

The *illusory wall* behind the PCs also can be destroyed with a massive-damage spell, but will otherwise ignore all damage. Disbelieving the wall will not help, because 60 percent of crushed flat is still crushed flat. If either the wall or door is destroyed, the other disappears.

When the PCs get through this trap, see encounter 10.

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THE MANOR, LEVEL TWO

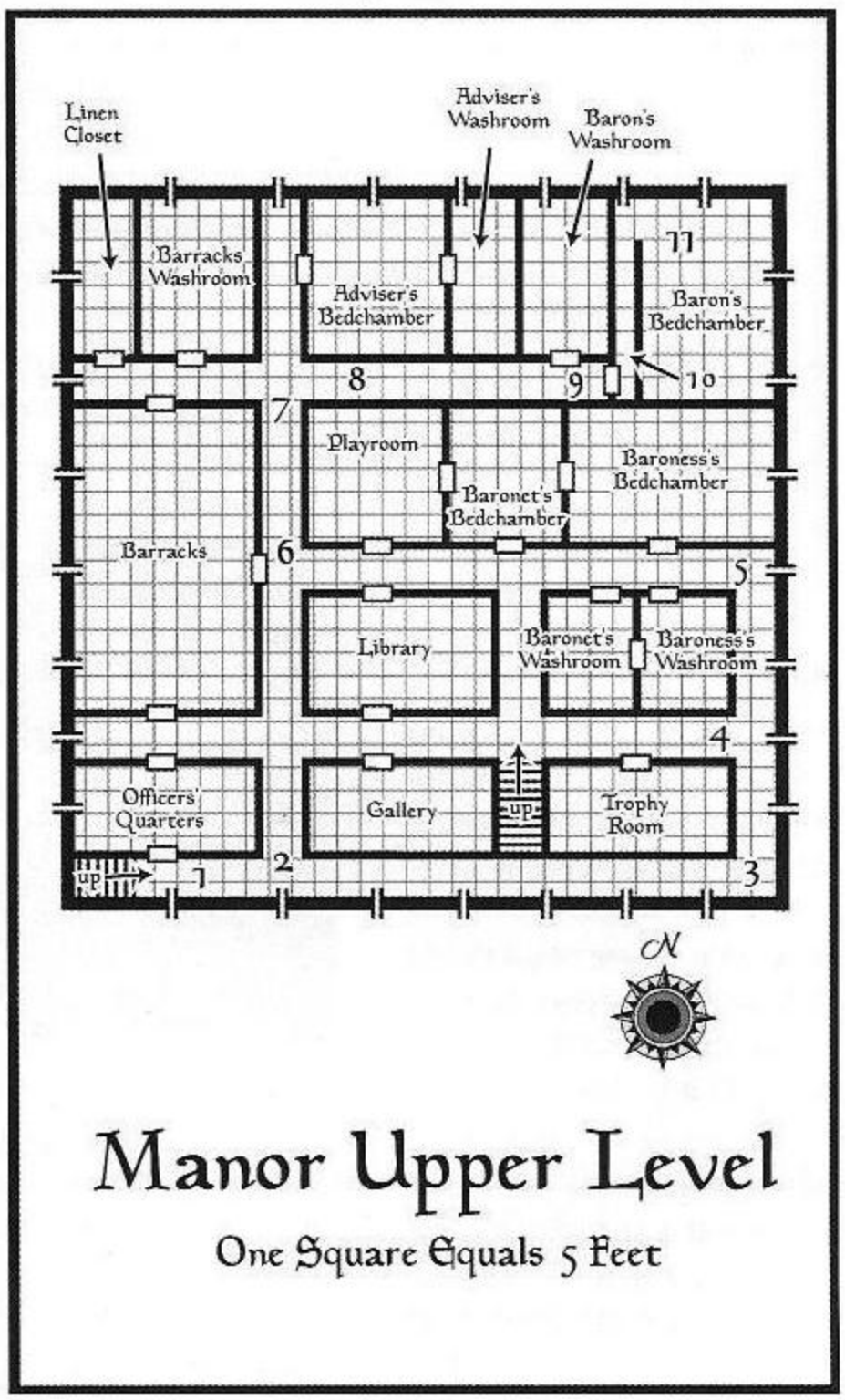
As is the lower level, the upper floor of this manor is sumptuously furnished. On the west side, the OFFICERS' QUARTERS (the PCs' nighttime residence), the BARRACKS, and the BARRACKS WASHROOM house for the baron's personal guard—all of whom are at the wars. The LINEN CLOSET stores the manor's tools and equipment, as well as linens and other comforts. (A rope ladder is attached to the closet's windowsill.)

In the south section, the GALLERY is filled with statues and paintings by talented minor artists. The TROPHY ROOM contains relics of battles past. Suits of armor and weapons are here, though none are magical. Among the items are heads and bodies of beasts, among them a rhinoceros. The LIBRARY contains tomes on most subjects, with special emphases on the arts and war history.

The central PLAYROOM contains the baronet's toys, which more suggest the trappings of a three-year-old than a child of six. The BARONET'S BEDCHAMBER is furnished similarly; his bed, for example, has a protective cage railing to keep him from falling. The BARONET'S WASHROOM's protective devices include a long, low tub designed so he will not drown. The BARONESS'S WASHROOM is richly decorated, with gilded furniture and several portraits painted on wall-mounted porcelain disks. The BARONESS'S BEDCHAMBER is similarly detailed, with a huge wardrobe containing all manner of fine clothes.

On the north side, the ADVISOR'S BEDCHAMBER is spartan and neat. A thorough search may find a scroll which bears writing in illusionary script (see the 3rd-level wizard spell)—this is a letter from a bugbear commander telling the baron he must surrender the barony or be executed. The ADVISOR'S WASHROOM is clean and shows no signs of use today. The BARON'S WASHROOM has been used more often, although it has been tidied recently.

Finally, the BARON'S BEDCHAMBER contains a huge canopied bed in which he sleeps, as well as a large wardrobe and small bookshelf. At the moment, it also contains a good many trees.



Manor Upper Level

One Square Equals 5 Feet

10. REDUCTION

As the illusory door vanishes, you see a door open against the wall. The passage beyond is filled with 10' tall sequoia trees. You hear a tiny voice screaming from below. As you look down, you see what appears to be a 1' tall, armored Baron Winchelsea running for his life!

The 1' shade baron will try to thread the PCs' legs to freedom. To him, PCs are just more tall trees. The little baron can be caught by hitting AC 6. If caught, he tries to worm free, poking at the holder with his four-inch longsword. His overwhelming desire is to escape down the corridor.

If the PCs listen, they will hear loud eating and light singing in the forest. The trees will be a tight fit unless disbelieved. When the PCs reach the end of the corridor, the sounds increase in volume. A faint golden glow comes from the Baron's chamber. When there, see encounter 11.

Shade Miniature Baron: AL N; AC 6; MV 9; HD 2; hp 10; THAC0 19; #AT 1; Dmg 1d2 (longsword); MR nil; SZ M; ML 10.

11. NIGHTMARE'S END

When the PCs look into the baron's bedroom, they see this unlikely sight:

Through the trees you see a glowing girl levitating in lotus position near a canopied bed. You might concentrate upon her singing and harp playing if there were not a 12' tall beast devouring the trees between it and you. It has big horns, a huge tail, and a large carapace. It turns toward you with all-consuming hunger in its eyes.

The bed, the baron sleeping in it, and the dreamweaver (see New Monster: Dreamweaver) are real. The forest and the miniature tarrasque are *shades*. The baronial advisor invisibly hides in the southwest corner, deeply concentrating on the 40'x40' area of fear emotion centering on the baron's bed. Anyone entering will run in fear if they fail to save versus spell.

The tarrasque is immune to fear, solely concerned with feeding on any living thing in sight. It will push aside trees to reach PCs. The miniature tarrasque does not radiate *terror* except on those under 2' tall, though PCs are welcome to run. The tarrasque attacks any round it starts above 0 hit points.

Shiloh, the dreamweaver, sings songs to weave the baron's dreams into reality. She is a semi-transparent, completely innocent girl. If any PC approaches the bed with a weapon, Shiloh politely asks that person not to harm the baron while he rests in the serene arms of Morpheus. If a PC threatens the baron, Shiloh casts *sleep* with her soft, forlorn, soothing voice. She will not stop a PC from awakening the baron if she can be convinced it is for his benefit.

The baron sleeps blissfully, safe in Shiloh's *protection from evil* aura. A heavy sleeper, he wakes if jostled or noise happens by his head. He can be slain in one round unless someone intervenes.

The advisor concentrates on *fear* while invisible. If spotted or attacked, he casts *hold person*, *fear*, and other spells. If in danger, he will slip into *wraithform*. In this state, he will notice he can attack Shiloh, and will do so unless stopped. If all else fails, he will slip out the window.

The baron and advisor are described in the Non-Player Characters section. See the New Monster sidebar for Shiloh's statistics; she has 8 hit points.

Shade tarrasque: AL N; AC 2 (6 if disbelieved); MV 6, Rush 12; HD 15; hp 45; THAC0 5; #AT 6; Dmg 1d3/1d3/1d6/2d6/1d4/1d4 (1d2/1d2/1d4/2d4/1d2/1d2 if disbelieved); SA rush once per turn for double damage and trample for 2d4; SD regenerate 1 hp/round, +1 weapon to hit; MR immune to bolts and ray spells (1 in 6 reflects on caster), immune to fire; SZ L; ML 15.

NEW MONSTER—DREAMWEAVER

CLIMATE/TERRAIN: Ethereal Plane
FREQUENCY: Very rare
ORGANIZATION: Solitary
ACTIVITY CYCLE: Constant
DIET: None
INTELLIGENCE: Average
TREASURE: Nil
ALIGNMENT: Neutral good
NO. APPEARING: 1
ARMOR CLASS: 10
MOVEMENT: 24, Fl 24(B)
HIT DICE: 1+1
THACO: 19
NO. OF ATTACKS: 0
DAMAGE/ATTACK: None
SPECIAL ATTACKS: *Sleep, dreamweaving*
SPECIAL DEFENSE: *Protection from evil*, ethereal
MAGIC RESISTANCE: Immune to mind-affecting spells
SIZE: M
MORALE: Elite (14)
X.P. VALUE: 420

The dreamweaver inhabits the Ethereal Plane, but is sometimes visible on the Prime Material as a glimmering, opalescent girl levitating and playing a gold harp. She visits those who have horrific, recurrent nightmares. The dreamweaver comes after the person is asleep and sings to soothe the nightmares by removing them from the sleeper's mind.

The effect this has on reality, however, is not so peaceful. As the dreamweaver spins her song, the nightmare appears on the Prime Material as a *shade* (see the 6th-level wizard spell). Whether the nightmare is a monster or a terrifying situation, it will affect those on the Prime Material as if they were dreaming the dream themselves.

Combat: The dreamweaver does not enter combat or defend herself. However, merely hitting her is a victory in itself. She is ethereal, and can only be attacked or subjected to spells by those on that plane. She is immune to mind-affecting spells, seeing through illusions and *invisibility*. She is shielded by *protection from evil* (preventing bodily attacks by visitors to the Ethereal Plane), and can extend this effect to any sleeping person, protecting the sleeper from the dream *shades*.

Once per round, the dreamweaver can cast a powerful *sleep* spell that affects one person. Only characters of 5th level or higher gain a saving throw against this effect. This *sleep* only affects living beings with minds, so undead, golems, and semi-real phantasms are immune.

Imagined dreams will hunt new prey until killed or dispelled against a 10th-level spellcaster. Even disbelief reduces the dream to 60 percent of normal effect (see the *shades* spell). All dreams remain in existence until the dreamer wakes or the dreamweaver is killed. If the dreamer dies, the dreams continue in reality until dispelled.

Habitat/Society: The dreamweaver is solitary. She may feel she gains friendship from those who sleep peacefully, but the sleepers don't know that.

Ecology: The dreamweaver exists only to help those who cannot enjoy the bliss of sleep. She has the mind and conscience of an innocent girl. She is unconcerned with the effects of her dreamweaving upon reality, except as they affect the sleeper.

12. EPILOGUE

If the baron is rescued from his advisor's machinations, he will make a swift recovery. Word will spread of the sorcery that protects this barony, allowing the baron to summon dragons to his aid. No hobgoblin will set foot in the village again.

The baron will reward any PCs who helped him by giving them 1,000 gp each and titles to homes in the village. They may have to fix them up in the wake of the dragon's attack, of course.

The baron and baroness will get over this rough spot in their marriage, as the baroness will have had all the excitement she needs. Of course, the baron may need a new chief of staff, and a PC might fit the job description. ■

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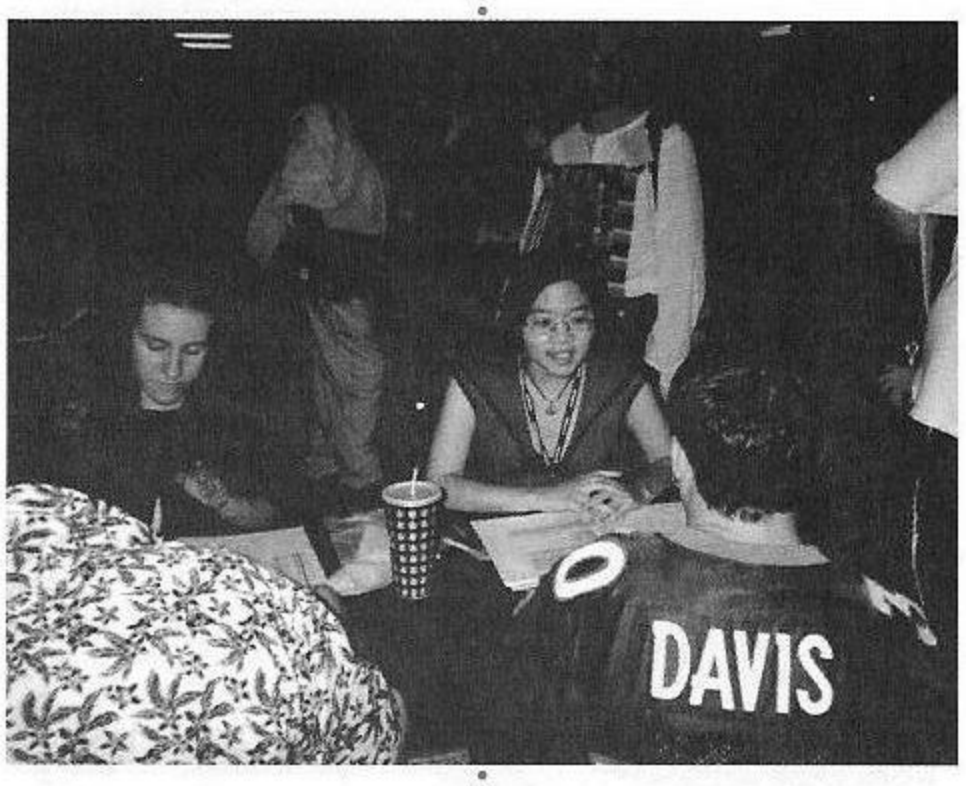
from the trenches

A GEN CON REPORT
BY ERICA WOOLLUMS
SCRIBE FOR THE FELLOWSHIP
OF THE BLACK SPOT

As I begin this report, I have to be honest. I didn't embark on GEN CON® in the best of moods. And I was all set to make this little report into a gripe session about all the things I hadn't liked. In fact, I was already starting to complain on Wednesday. "Why can't I pick up my pre-reg stuff yet?!? I'm only an hour early!" "What's with the Help Nazi by the door? She's blocking people like a linebacker!" Grumble, grumble, grumble!!

Fortunately for those of you reading this, about half way through the first day of the con I was reminded by a friend that this report was supposed to attract people to GEN CON, not make them run screaming into the night. Be positive, he said. Look for the good, he said. OK, I said. I'll try. And I must say that as soon as I made that little attitude adjustment, this became the most interesting, well-rounded and satisfying GEN CON experience I'd ever had. Thanks, Decathlon dudes (and thanks, friend Pat)!

But enough about me. Obviously, the big news at this year's con was the announcement of 3rd Edition D&D®. Those who were at the announcement, and those who were lucky enough to be judging that same slot, received a nifty T-shirt with a 3rd Edition logo on the front and hints as to what the new edition was going to be like on the back. According to the shirt of knowledge, the new edition will include Half-Orc barbarian sorcerers, monks & assassins, evil gnoll rangers, demons and devils, critical hits, 9th level cleric spells, ability score improvement, strength 48, no THAC0, no demi-human level limits, and no rules you didn't use anyway. Intriguing stuff, so far. We'll have to wait until the August, 2000 release to get a real gander, though.



Meanwhile, those of us in the RPGA who play LIVING CITY™ events will have a big decision to make concerning how the new edition will affect us. In a poll that was available at RPGA® HQ [and on the outside mailer of this issue — Ed.], LIVING CITY players at the con were asked whether they thought the campaign should continue with characters converted to 3rd Edition rules, start over with new characters, or be ended altogether. Each option has its merits. With option one, players would keep the character levels and magic that they've acquired over years of playing in the LIVING CITY. The downside would be that conversion would be difficult, and some things just wouldn't translate over, not to mention the paperwork headaches involved in getting everything documented. Option two would eliminate the hassles, and keep the campaign in the FORGOTTEN REALMS®. The downside would be that everyone would lose what they had gained while playing for so many years. The third option, ending the campaign, has its own appeal. It's not my personal favorite, but to quote the poll, it would allow us to "have an epic conclusion and say goodbye in style." Decisions, decisions.

If we can tear ourselves away from 3rd Edition for a moment, next I'd like to talk about the happenings at the Exhibit Hall. While Palladium and Steve Jackson Games were still no-shows this year, almost all the major gaming companies were in attendance: Chaosium, White Wolf, FASA, Ral Partha, TSR, WOTC, the Armory, Chessex, Games Workshop, as well as many smaller companies. Although I didn't see much in the way of new releases this year, I was impressed by the overall variety of product being offered, which included fantasy jewelry, weapons, costumes, computer games, role-playing games, figurines, comics, videos, t-shirts, and dice. Lotsa dice.

Asking around at the end of the con, I found out that most of the exhibitors were very happy with the amount of money they'd made at this year's GEN CON, even considering the hefty booth fee. Oh, there were a few who were less than enthusiastic, but they tended to be in the minority. One exhibitor said that she had noticed that the business had been more even this year, with more people on Thursday and Friday, and less than the usual mob on Saturday. Another gentleman, who was selling beautifully intricate metal fantasy sculptures, was particularly happy with the business he'd done, saying that the con had been, "Excellent! Fantastic! Unless I'm dead, I'll be back next year." Can't ask for much more than that, can you?

However, my favorite part of the whole con had to be the production number that was going on in the Ballroom down on the first floor. Looking for something to do, a

Continued on page 26

Gen Con 1999 Winner Lists

Achievement Award — 50
Tournament Rounds
Dan Donnelly

Achievement Award — 20
Tournament Rounds
Reynolds Jones

Achievement Award — 20
Tournament Rounds
Steve Hardinger

Achievement Award — 20
Tournament Rounds
David Samuels

Achievement Award — 10
Tournament Rounds
Robert Hobart

Achievement Award — 10
Tournament Rounds
Robert Tomihiro

Achievement Award — 10
Tournament Rounds
Lisa Tomihiro

Lifetime Achievement
Service Award
Dan Donnelly

Lifetime Achievement
Service Award
Tom Prusa

Above-and-Beyond
Service Award
Jae Walker

Above-and-Beyond
Service Award
Troy Daniels

Above-and-Beyond
Service Award
Don Weatherbee

Service Awards
Therese Baker
Brooks Banks
Rick Brill
Carl Buehler
Robert Burns
Brian Burr
Joe Cirillo
Carol Clarkson
David Darnell
Billy Elmore
Claire Hoffman
Larry Hull
Jean Grey
Dennis Jones
David Krolnik
Lee McClurkin
Erik Mona
Jason Nichols
Jean Rabe
Gail Reese

Service Awards
Greg Sherwood
Ray Sindyla
Barb Tysinger
Jeff West
Tim White

1999 National
Roleplaying Champion
Donald Bingle

1999 National
Champion (2nd Place)
Anise K. Strong

AD&D Open Champions
(8 members)
Team 701, judged by
Joel Youngs and Ratty
Allen Drees
Nathanael Christen
Bradley Green
Chad Czarnowski
Nicholas Christen
Charles Lang
Ben Borgerding
Not Entered

AD&D Open Second Place
(8 members)
Team 204, judged by
Dale King and Lindsay Markus
436054
Steve Hotz
436051
436052
436055
Three Unknown Players

AD&D Open Third Place
(8 members)
Team 801, judged by
Marty Miller and Ben Coler
Steven Frank
Michael Johnston
436074
Keith A. Smith
Four Unknown Players

AD&D Team Challenge
(1st Place)
Clan Yeoman

AD&D Team Challenge
(2nd Place)
The Creamed Team

AD&D Team Challenge
(3rd Place)
Gear

Virtual Seattle Prime Runner
(1st Place)
Jeff West

Best RPGA Living Campaign
Player
Jason M. Bulmahn

Best RPGA Living Campaign
Judge
David Quick

Best Overall RPGA Judge
David Quick

Best Overall RPGA Player
Jason M. Bulmahn

Most Prolific RPGA Judge
Tony Davidson

180 Judges
Mark Ashbaugh
Alan Grimes
Jason Hawkins
Jason Hawkins
Robert Hobart
Claire Hoffman
Reynolds Jones
Kevin Kulp
Todd McGovern
Todd McGovern
Wayne Melnick
David Quick
Ratty
John Richardson
Greg Sherwood
Sholom West
Joel Youngs

Dark Conspiracy
Thoughts Run Wild
Randall Lemon
Sholom West

Call of Cthulhu
Gray House on the Hill
(First Place)
Michael Donnelly
Andrey Henson
Mike Hinds
John Morrison
Ken Robinson
John Roman
Graham J. Wills

Call of Cthulhu
Gray House on the Hill
(Second Place)
Brad Craddock
Greg Dreher
Andy Hopp
Seth Johnson
Greg Marks
George Mayhew
John Reynolds
Maryita Steinhour

AD&D Paragon
Aw, Dad
Mary Konczyk
Randall W. Lemon

AD&D Grandmasters
Fine Specimen
Bob Arco
David Baker

AD&D Grandmasters
Fine Specimen
Linda Baldwin
Randal Cox
Dewey Frech
Patricia Jackson
Randall W. Lemon
Brett D. Maddes
Ken Ritchart
Jayson Rock
Rita E. Wyers-Rivera
Michael Young

Masters (1st Place)
Gifts of the Heart
Donald J. Bingle
Jason M. Bulmahn
Jon Maakestad
Scott M. O'Bryan
Ratty
Julie Rydberg
Mark Vernon

Masters (2nd Place)
Gifts of the Heart
James Bean
Alan Grimes
Bill Legate
Michele Maakestad
Alicia Maddex
Robert Mason
John Pollock

AD&D Feature (1st Place)
Pirate's Life
Jeremy Bernstein
Darand Borneman
Paula Hurley-Spencer
Anthony Larke
Michael Meisel
Dennis A. Pesuti
John Pollack
John Reynolds
Guy Riccitelli

AD&D Feature (2nd Place)
Pirate's Life
Patrick Collins
Eduardo D. Dejesus
Terri Hurley-Felton
Tonia Lopez-Fresquet
Fred Maier
Adam H. Morse
Edward A. Peterson
Dan Rodriguez
James R. Smidl

AD&D Feature (3rd Place)
Pirate's Life
Johannes Bowers
Sean Brown
Ryan L. Conelius
Mark W. Fraley
Carl A. Hewelt
Steven Hollowell
Dennis Jones
Bill Legate
Courtney W. Whipple

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GEN CON 2000

We are already planning for next year's extravaganza. If you want to help judge or volunteer, contact Don Weatherbee and let him know. Details of judge benefits will come later, and we'll start recruiting in january after WINTER FANTASY™.

Don Weatherbee
73 Monticello Way
South River, NJ 08882
Phone: 732-613-1802
Email: surekhac@aol.com

Contunued from page 24 group of friends had started building card houses out of the sample CCG decks we'd all gotten with our registration packets. When I discovered it the first day it was still small, taking up just a couple of tables. When I stopped back on Friday, however, I found that they'd been building all night, and were now working on the construction in shifts. Settlements would spring up on the next table over, and bridges were built to each new addition. People were coming up with donations out of their collectible card games, and were in turn invited to sit down and make their own little towers. By the end of the con, the thing had grown into a city spanning at least 8 tables.

What a wonderful bit of serendipity. It was incredible. And do you want to hear something even more incredible? All over, in the different constructs, rare cards could be found ripped and bent and folded into place. That's right, people had donated RARE collectible cards to this endeavor. What kind of statement does THAT make, I ask you?

All-in-all, I'd call it a good year at Gen Con, and I can't wait until August, 2000. Not only will 3rd Edition D&D be out, but the new convention center will finally be finished. Hoody Hoo! See you all there! ■

conventions

FEATURING RPGA®-SANCTIONED TOURNAMENTS AND CLASSIFIEDS!

Check the RPGA convention calendar on the world wide web at http://www.rpga.com for even more conventions running RPGA events. You can find events under almost every rock and behind almost every tree if you look, especially if a monkey helps you.

CARPOUT '99
October 15-17, 1999
Ramada Inn, E. Lansing, MI
Contact: carp-mi@iname.com,
Web site: http://www.carp-mi.net/carp/, US Mail: PO Box 27114, Lansing, MI 48909-7114
2 1/2 days of gaming, including 5 Living City modules (2 new), Living Jungle, Virtual Seattle, Alternity, DragonStorm, Deadlands, and much, much more. For hotel reservations, call (517)351-5500.

DARKCON 6
October 15-17, 1999
Travelodge
3535 NW 39th Expressway
Oklahoma City, OK 73112
(405)957-2351
Contact: Dark Con (405)878-0865,
email: darkcon@hotmail.com,
Web site: http://members.tripod.com/darkcon/
Living City Interactive, Five LC events, Deadlands, AD&D Classic, Call of Cthulhu, CCG's, Anime, Wargames, Board games, etc.

UNITEDPLAYTEST.COM COMICS & GAMES FAIR
October 16, 1999
War Memorial Auditorium, Fort Lauderdale, FL
Contact: Robert Williams, 2856 River Run Circle West, Miramar, FL 33025, or (954)432-4092.
Email: Rob@unitedplaytest.com. Web site: http://www.unitedplaytest.com (click the "fair" banner). We will have four RPGA campaign events, including Living City and Living Death. We also have lots of sanctioned CCG tournaments, a Pokemon tournament with prizes, guest Pop Mahn (Ghost Rider, Flash and the new Spy Boy fromm Dark Horse Comics) and other comics guests. Admission is $7 adult, $5 kids day of show. Pre-reg available at a $2 discount.

KNIGHT GAMES
October 22-24, 1999
Berkeley-Carroll School, Brooklyn, NY
Contact: Knight Games, PO Box 3041, Brooklyn, NY 11202-3041, E-mail: knghtgames@aol.com,
Phone: (718)763-0778.
Have a great time while supporting a worthy cause. All profits from Knight Games go directly to Camp Friendship, an organization that aids inner-city youth. We have a full slate of RPGA gaming, including (HQ permitting): debuts of 3 Living City events plus an LC Interactive, a 2-round Living Death, and an Alternity event. Additional RPGA events include AD&D, Call of Cthulhu, and Paranoia. Other gaming to include: Puffling Billy, Clay: The Gathering (a killer clay-fest). Cost is $25 for the weekend, including all games and tournaments.

CON-FEST
November 12-14, 1999
Comfort Inn at the Parwick Center, MA
Contact: Con-Fest Gaming Convention at TLWMASS@aol.com.
Team event, Decathlon event, Players Challenge, Living City, Living Death, etc. Pre-reg $15. On-site $20.

MIAMI DICE
November 12-14, 1999
DuPont Plaza Hotel, Miami, FL
Contact: Info@Sunquestgames.com,
Web site: www.sunquestgames.com.
There's a new moon over Miami, the Miami Dice Gaming Convention! RPGA, Independents, Miniatures, Strategy, Live-Action, CCG's and more. South Florida's largest gaming convention! $20 pre-reg. $30 at the door.

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RPGA NETWORK
Presents ....

January 13-16, 2000
Fort Wayne, Indiana

WINTER FANTASY 2000

Fort Wayne Hilton and the Grand Wayne Center

WINTER FANTASY™ is back in the hands of the RPGA, and we have decided on a member focus for the year 2000. The atmosphere of the convention will be similar to the relaxed atmosphere of early WINTER FANTASY shows, and yet there will be more going on than before. The RPGA Summit will be held just before the convention, so you can go for a whole week of RPGA. With special game events, a preview of the upcoming LIVING GREYHAWK™ D&D® shared-world campaign, important meetings, a congenial site, good friends, and more, WINTER FANTASY is the place to be to start the new millenium. Make the first convention you attend in 2000 the best by coming to WINTER FANTASY.

GUEST OF HONOR: JONATHAN TWEET

Jonathan Tweet is a game designer and developer on the roleplaying R&D team at Wizards of the Coast. Currently Jonathan is working on the upcoming 3rd E28dition D&D game. His credits include the games *Ars Magica* (co-author), *Over the Edge*, *On the Edge*, and EVERWAY™, as well as support material for AD&D® (MAZTICA™, DARK SUN™, and core material), MAGIC: THE GATHERING® (PORTAL™), NETRUNNER™, *RuneQuest*, *Talislanta*, and *Cyberpunk*.

LOCATION AND HOTEL

Fort Wayne was selected as the site of this year's Winter Fantasy convention because of its position within three hours' drive of many major Midwest cities. Fort Wayne is 158 miles from Chicago, 161 miles from Detroit, 153 miles from Cincinnati, and about 170 miles from Columbus.

Fort Wayne has a community website at http://www.ft-wayne.in.us/ check it out and see what you can do in Fort Wayne in addition to attending the convention.

If you are flying, we recommend Delta Airlines through Cincinnati as the best way to get there. If you prefer other airlines, try Northwest through Detroit. United and American fly through Chicago, but flying through Chicago in the winter is not recommended.

The Grand Wayne Center and Fort Wayne Hilton are located in downtown Fort Wayne, about 20 minutes from the airport. The hotel runs a shuttle to the airport. The hotel has plenty of space, and additional rooms will be blocked in the sister hotel Holiday Inn should we fill the Fort Wayne Hilton. The Hilton's website is http://www.hilton.com/hotels/FWAFHHF/index.html and there are several restaurants within easy walking distance of the hotel.

Room rates:

Single-double occupancy	$87 per night
Triple-quad occupancy	$97 per night

Be sure to mention Group Code: RPG!

The rates are good from Monday night (before the Summit) to Monday (after the convention), and if you want to stay longer you can probably arrange with the hotel to extend the rate. Make reservations by December 15th if you know you are going. Because of the way the hotel has to do the room block, you will get a higher rate if you book after Dec. 15th than if you do so before. To make reservations, contact the Fort Wayne Hilton at:

1020 South Calhoun Street
Fort Wayne, Indiana 46802-3005
Phone: 219-420-1100
Fax: 219-424-7775

CHARITY

Winter Fantasy has traditionally supported the Milwaukee County Zoo. Zero (our polar bear), however, is supported until 2001, so we can devote our charity efforts toward another cause this year. There are many causes worthy of our support, but the ones that relate closest to our own hobby involve literacy and children. Therefore, we have selected Literacy Volunteers of America as our charity for this year. The following is excerpted from their website www.literacyvolunteers.org:

"Literacy Volunteers of America (LVA) is a national network of certified, locally-based education programs committed to increasing literacy for adults and their families, effectively utilizing and supporting volunteers in the delivery of services, and providing research, training and technical assistance related to the various aspects of literacy. By accomplishing this mission, we assist students to achieve personal, educational and job-related goals.

"U.S. Secretary of Education Richard W. Riley has estimated that between 40 - 44 million adults in this country do not possess sufficient literacy skills to reach their full potential as parents, citizens, and employees. Low literacy skills are a root cause of many complex social problems. According to Secretary Riley, "Adults with lower literacy skills are far less likely to work full-time, to earn high wages, or to vote ... and far more likely to live in poverty."

Literacy Volunteers of America, Inc. (LVA) has served adults at the lowest levels of literacy and their families for more than thirty-six years, and has assisted more than half a million people to acquire literacy skills."

As a Network of roleplaying gamers, we can certainly relate to this group. Reading is so important in our society today, and by supporting Literacy Volunteers of America we can help make functional literacy a reality. Our LIVING CITY characters are willing to drop hundreds of gold pieces on people to whom a silver piece means a day's food; are we willing to be generous in our own lives? Play the Benefit games and participate in the auctions. If you want to make a donation directly, you can purchase a ticket for event #179 (LVA donation) ON-SITE ONLY. No donations of this kind will be accepted through pre-registration, so that you can claim tax credit for your own donation. If you donate directly, make your check payable to Literacy Volunteers of America. That is your receipt of donation.

This charity is good in another way: it allows us to get involved in a more personal way than just giving money. LVA uses volunteer tutors across the nation to teach people

Rates and Fees:

Pre-registration: (through Dec. 15th, 1999)	US$25.00
On-site registration: (after Dec. 15th, 1999)	US$30.00
One-day pass:	US$15.00
Visitor pass (no gaming):	US$5.00

Event tickets are US$2.00 per slot for most game, US$5.00 for benefit games. See the charts later for which multi-round events charge for both slots and which do not.

Convention workers get the following:

Work 3 slots:	Free weekend admission
Work 6 slots:	Eligible for free housing*

* Free housing is one space in a room with four people total. Space is limited and will be filled first-come, first served.

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to read. Check out their website if you are interested in helping. Your time will be well spent, and the lives you change will be your reward.

RULES OF THE CONVENTION

1. Have fun
2. Respect the rights of others and be considerate of them
3. Be considerate of the staff and volunteers, and try to help them as much as possible
4. Do not bring any weapons
5. Do not wear uniforms of active-duty military personnel unless you are one of them

RPGA SUMMIT

January 11th and 12th

The RPGA Summit is a gathering of members from around the world to discuss important issues relating to the future of the Network. It is your chance to get involved in making decisions on where we will go in the future. The Summit will take place the two days before WINTER FANTASY begins, and will consist of round-table discussions and larger group meetings.

The 1998 Summit was very successful. Not only did the group contribute to some important topics such as the new LIVING GREYHAWK campaign, LIVING CITY™ character creation changes, the role of Regional Directors, and the tension between conventions and game days, but they got to know each other on personal levels as well. We would like this year's summit to be even more successful.

RPGA and the new millenium will be the focus of the Summit, with discussions on what the Network should stand for and be doing in the future, membership attraction and retention, gamemaster training and development, and how roleplaying can be used in education and improvement of the community. These are new territories for the RPGA, and we want your input. The round-table discussions will encourage involvement rather than just listening to a staff person tell you what we are doing. This is your Network.

Schedule:

Tuesday morning: *RPGA Vision for the Future*

What should the RPGA stand for? What should the RPGA be trying to do? How do existing programs fit in, and what new programs are needed to achieve the vision? 9 .am. to noon.

Tuesday afternoon: *Gamemaster Training*

Clearly we need more people eager to run roleplaying games. What can we do to encourage people to move "behind the screen?" How can we help game masters better their skills? What resources should we provide to game masters? How rigid should "RPGA Game Master Certification" be (what should it mean), and what should a certified game master be able to do that a non-certified game master cannot? 1 p.m. to 4 p.m.

Wednesday morning: *Membership Recruitment and Retention*

The size of the RPGA has a direct impact on how much we

Event	Marshal	Cost	Thursday Slot 1 3p-7p	Thursday Slot 2 7p-11p	Friday Slot 3 8a-12p	Friday Slot 4 12p-4p	Friday SemA 4p-6p	Friday Slot 5 7p-11p	Saturday Slot 6 8a-12p	Saturday Slot 7 12p-4p	Saturday SemB 4p-6p	Saturday Slot 8 7p-11p	Sunday Slot 9 9a-1p	Sunday SemC 1p-3p
AD&D® Feature	A	$2.00	01		02	03			04			Semi	Final	
AD&D Special	A	$2.00		07	-			08		Final				
AD&D Fe/M/GM/Par	B	$2.00			10 (Pa)			11 (Fe)		12 (GM)			13 (MA)	
AD&D Dungeon	B	$2.00	14									15		
LIVING JUNGLE™ Feature	B	$2.00		16		17			18					
LIVING CITY™ Feature	C	$4.00	19		20		Living City Members Meeting		21		RPGA Members Meeting			Lunch and Awards Ceremony
LIVING CITY Benefit	C	$5.00		22								23	24	
LIVING CITY HPL	D	$4.00			25									
LIVING DEATH™ Feature	D	$4.00	26						27			28		
Chronicles of Darkness	E	$2.00	29					30		31				
LIVING VERGE™ Feature	E	$2.00			32				33				34	
NASCRAG event	E	$2.00		54		55						56		
Star Wars	F	$2.00	35			36				37				
Call of Cthulhu	F	$2.00		38				39				40		
Virtual Seattle Feature	F	$2.00			41				42				43	
LIVING CITY Interactive	Pike	$5.00						44						
LIVING GREYHAWK™ Prevue	HQ	$5.00	45	46	47	48		49	50	51		52	53	
---- Game Base 7 Events ----														
Star Wars Sparks Track 1	GB7	$2.00	70 (#7)	71 (#10)	72 (#11)	73 (#13)		74 (#15)	75 (#16)	76 (#17)		77 (#18)	78 (#19)	
Star Wars Sparks Track 2	GB7	$2.00		79 (#20)		80 (#21)		81 (#23)	82 (#24)	83 (#25)		84 (#27)	Playtest	
Kingmaker	GB7	$2.00	85	86	87	88		89	90	91		92	93	
Target	GB7	$1.00					94				95		Final	
Settlers of Catan	GB7	$1.00	96	97	98	99	100	101	102	103	104	105	106	
Advanced Civilization	GB7	$4.00	107		108				109					
Republic of Rome	GB7	$4.00					110				111			
Risk	GB7	$2.00	112	113	114	115	116	117	118	119	120	121	122	
Empire Builder	GB7	$2.00	123			124				125			126	
Monopoly	GB7	$2.00		127	128			129	130			131		
Scrabble	GB7	$2.00	132			133	134			135	136		137	
Rail Baron	GB7	$2.00		138	139			140	141			142		
Age of Renaissance	GB7	$4.00	143		144				145					
History of the World	GB7	$4.00					146				147			
Robo Rally	GB7	$2.00	148	149	150	151		152	153	154		155	156	
Settlers of Catan Card	GB7	$1.00					157				158			
Talisman	GB7	$2.00	159		160			161	162			163		
Cosmic Encounters	GB7	$2.00		164		165				166				

* number are event numbers to use when signing up

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can offer our members, and paying members is what we are counting. So how to we sell the RPGA to new members, and how do we hold onto the ones we have? What keeps someone in roleplaying, and in the RPGA? What causes people to leave the hobby, and what can we do about that? 9 a.m. to noon.

Wednesday afternoon: *Roleplaying and Education*
Roleplaying has a great potential for changing lives and improving the community. Roleplaying encourages imagination, social skills, problem-solving skills, math skills, and the acquisition of knowledge. What can we do to develop programs or methods to use roleplaying to its fullest potential? How can we make better people of our members and of the people who look on? 1 p.m. to 4 p.m.

Evenings: *Socializing*
During the evenings we'll socialize, eat, and maybe take in some entertainment or play games if we want to. The evening is left open so that the people who are there can decide what best will suit them.

To indicate your intent to attend the Summit, sign up for event #66 (Summit Tuesday) and/or event #67 (Summit Wednesday). We need to know how many people to expect, so that we can plan enough space for everyone to sit. We also need to know how we will have to break the attendees up so that meaningful discussion is accomplished. Those signed up for the Summit will receive documents in the mail in advance of the convention to study, and perhaps be asked to research some simple topics on the Web to prepare for the discussions.

LIVING GREYHAWK PREVIEW

At GEN CON® 2000 the RPGA will launch the largest shared-world D&D® game ever, LIVING GREYHAWK. This huge game will use the new 3rd Edition DUNGEONS & DRAGONS® rules. At WINTER FANTASY, you can preview the campaign and the rules.

D&D 3rd Edition preview discussion
Thursday, 1 p.m. to 2:30 p.m.
Guest of Honor Jonathan Tweet, one of the primary designers of the new rules, will discuss changes from 2nd Edition, design philosophies, and present some of the new innovations in the rules. He'll also answer questions.

LIVING GREYHAWK Benefit Game Preview
During each slot of the convention you'll have a chance to sit down and create a character for LIVING GREYHAWK. Then, you'll take you character on a short adventure in 3rd Edition rules in the city of Greyhawk. We don't guarantee that your character won't need some minor changes between this creation and the campaign launch, but the preview will be close to the final character creation rules. Your DMs for these sessions will be Guest of Honor Jonathan Tweet, RPGA Publication Coordinator and LIVING GREYHAWK Plot Guru Erik Mona, RPGA Retail/Club Coordinator Scott Magner, and other special DMs to be announced later. You might even get RPGA Network Coordinator Robert Wiese as your DM. Space is limited each slot, but the previews will run throughout the convention so there will be plenty of chances to try the new campaign.

MEETINGS

LIVING CITY Members Meeting
Friday 4 p.m. to 6 p.m.
Almost a year after the current LIVING CITY campaign staff took charge, the campaign is looking very good. Come hear from the Directors as each gives a presentation to the membership on their progress and upcoming plans. Campaign staff members will speak briefly about organizations or activities as well. Most importantly, the decision of the membership on the change in the campaign as a result of the upcoming release of 3rd Edition DUNGEONS & DRAGONS will be announced, and we'll tell you about the next steps that will be taken. Lastly, we'll present special character options to members who are present, and possibly have an auction for charity. This will be the annual meeting for the LIVING CITY campaign participants.

RPGA Members Meeting
Saturday, 4 p.m. to 6 p.m.
Though the annual meeting of the membership is at the GEN CON Game Fair, this meeting is one you should attend. Each of the Regional Directors will spend a short period presenting the state of their regions, so that you will get a picture of the Network across the U.S.A. In addition, we will present the results of the RPGA Summit from earlier in the week, the 1999 Network Club Decathlon trophies, and present our plans for the Network in the new century.

Lunch and Awards Ceremony
Sunday 1 p.m. to 3 p.m.
End the convention on a high by socializing with your friends over lunch. We thought we'd just go out to a restaurant, but seating 100 of you would be difficult. So we are bringing the restaurant to the convention, so to speak. Lunch will be served just after 1 p.m., when the games are over. At 2 p.m. we'll begin the awards ceremony for the convention, and wrap it all up by 3 p.m. You can attend the awards ceremony without having lunch with us (you'll be let in at 1:50), but why?

Lunch will consist of your choice of Philly Cheese Steak Sandwich (event #61), Teriyaki Chicken Sandwich (event #62), Fettuccini Primavera (event #63), Grilled Chicken Caesar Salad (event #64), or Blackened Chicken Salad with Honey Dijon Dressing (event #65). Each comes with appropriate sides, and coffee, tea, or milk, and dessert (chocolate mousse). You MUST pre-register for lunch by December 15th, 1999. Lunch will cost $12 per person, no matter what you choose to eat.

Other Meetings:
Regional Director meeting:
Wednesday night 7 p.m. to 10 p.m.
Living Greyhawk Staff meeting:
Sat night 7 p.m. to 10 p.m.
Living City Board meeting: TBD
Living City Staff meeting: TBD

THE GAMES

AD&D Feature, three rounds
Thief of Dreams by Jeremy Fowler-Lindemuller. The machinations of sorcerers become enmeshed with the plots of gods, and that spells dire problems for Greyhawk. The gods of Oerth are sometimes (too) quick to get involved with the affairs of mortals, and this time it is your group which must sort it all out. This classic event is a preview event for the LIVING GREYHAWK campaign,

Events Not in the Grid

Event	Evt#	Time	Cost
Summit Tuesday	66	Tue 9a - 5p	Free
Summit Wednesday	67	Wed 9a - 5p	Free
D&D 3rd ed Preview	68	Thu 1p - 2:30p	Free
Lunch–Cheesesteak	61	Sun 1p - 3p	$12.00
Lunch–Teriyaki Chicken	62	Sun 1p- 3p	$12.00
Lunch–Fettuccini	63	Sun 1p- 3p	$12.00
Lunch–Chicken Caesar	64	Sun 1p- 3p	$12.00
Lunch–Chicken Salad	65	Sun 1p- 3p	$12.00
WINTER FANTASY T-Shirt (L)	175		$10.00
WINTER FANTASY T-Shirt (XL)	176		$10.00
WINTER FANTASY T-Shirt (XXL)	177		$10.00
WINTER FANTASY T-Shirt (XXL)	178		$12.00
LVA Donation	179		$whole dollars

WHAT BETTER WAY TO COMMEMORATE YOUR FAVORITE CONVENTION THAN A SOUVENIER T-SHIRT?

Years from now, young gamers will look at your faded, pizza-stained shirt with envy, wishing that they had been at the historic WINTER FANTASY 2000. For now, we promise it will look shiny and cool.

Pre-order your T-shirt as event ticket 175 (L - $10), 176 (XL - $10), 177 (XXL - $10), 178 (XXXL - $12).

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giving insight into some of the past and possible threads of plots to come. An adventure for characters levels 7-8, characters provided The top three finishers in the final round advance to the National Championship tournament at Gen Con 2000 directly.

AD&D Special, two rounds
Lost in the Translation by Greg Dreher. Centuries after a great mountain range erupted, splitting the land of Palasun, the countries of Benrythia and Vargas have led isolated existences, connected only by their mutual faith. In their isolation, they have prospered by following very different paths. In recent months, the nations have begun the first tentative steps towards coexistence with the founding of the village of New Hope on neutral ground. But now, the rulers of both lands have no choice but to work together, as a dragon, one of a horrid race of monsters long thought extinct, has stolen their firstborn children. A role-playing intensive adventure for characters of level 7 to 9, characters provided.

AD&D Members Only, one round
Playing Hookey by Rembert Parker. A band of young humans came through town recently, and the six of you have decided that there's no reason you can't be adventurers, too! Your party can start looking for monsters and treasure right after you find the mayor - who seems to be spending the day -- fishing? An adventure for six demi-humans of levels 1-2 set in the Human Equations campaign. Characters provided. This event will run in different slots at Master, Grand Master, and Paragon level. Be sure to play it in the right slot for your level. Masters—triple RPGA points, Grand Masters—quadruple points, Paragons—quintuple points. This event also runs at the Feature level during the LIVING CITY interactive.

AD&D Dungeon Crawl, one round
Gauntlet of the Sisterhood by Ed Greenwood. You're just walking through Waterdeep when you get attacked. The trail of the attackers leads to unknown dangers, both to yourself and to Waterdeep. Bring your problem-solving abilities to confront one of the oldest threats to the Forgotten Realms. An adventure for characters levels 7-9, characters provided. Pairs of teams take different paths to the center, and may not find themselves on the same side when they meet.

LIVING CITY Feature, two rounds
The Scars that Never Heal by Erik Mona. One year after Sune Firehair's titanic battle with Glaysa in the streets of Ravens Bluff, the city seems to have returned to normal. But a goddess of Beauty cannot remain marred forever, and a missing dagger may provide the key to healing her divine form. *Glaysa's poniard*, an artifact that can harm even the gods, surfaces in the city, and the heroes must keep it from the hands of the unworthy. A follow-up to *Queen for a Day*. A two-round LIVING CITY event in which all players advance with the same group.

LIVING CITY Benefit
Dreams of the Innocent by Todd Smart. Shalimarra Daradusk falls into an unnatural sleep, and you must come to her aid. But, there is another sleeper involved, and dreams mix with reality as you seek to free the young woman. Part two of the New Darkness series.

LIVING CITY High-level Planar
No Time to Lose by Paul Pederson. Ravens Bluff must honor its treaty obligations, particularly when the fate of the Prime Material plane may be at stake... Heroic deeds have become so routine that it often seems that all the world is a stage and you are pawns in some grand cosmic game. A high level event for LIVING CITY characters at least 10th level.

LIVING DEATH™ Feature, two rounds
Artifact Quest by Lloyd Brown III. Mexico, 1893. A missing professor in the Sierra Madres means that the White Rose has another mission for you. The missing professor was seeking a legendary tribe which centuries ago split from the Aztecs. Is there a sinister fate awaiting you in the mountains? An adventure for mid-level LIVING DEATH heroes (low-level heroes are welcome, but will be at greater risk). All players advance with the same groups.

LIVING JUNGLE™ Feature
Warriors of the Katimaya by Steve Jay. "The servants of Tiger now walk in the Jungle of Lost Tribes, infesting the land like a wound that will not heal. Tiger is soon to follow." This pronouncement has the tribes of Malatra worried. You are sent to convince the Katimaya to move north of the River of Laughing Idols. And adventure for low-level and mid-level LIVING JUNGLE heroes.

LIVING VERGE™ Feature
No information is available on this adventure at press-time.

Chronicles of Darkness (Premier!)
Millennium's Children by Nicky Rea and Jackie Cassada. Explore White Wolf's® World of Darkness™ in the first a new bring-your-own-character campaign. We begin with Millennium's Children, changelings striving against darkness and the death of Glamour. Endless Winter threatens, yet it might be held back by a few brave souls. Will you stand among them? Character creation rules and sessions available at Winter Fantasy.

Star Wars Feature
Way of the Sith by Robert Wiese. Friends lost, and friends reunited. But your greatest test is upon you, as you must lead the attack to defeat the Sith and save the galaxy. The seventh and concluding episode to the Sayub Legend series of Star Wars bring-your-own-character tournaments.

Call of Cthulhu Feature
Untitled. So we're rash. We promise a Call of Cthulhu event without having one in hand at the time of printing. But we'll have one, and your sanity will suffer for it.

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CONVENTION STAFF

Executive Manager . . . . . Robert Wiese rpgahq@wizards.com
Convention Manager . . . . . Don Weatherbee surekhac@aol.com
HQ and Tournament Control . . . . . Jae Walker jae@rpga.net
Head Marshal . . . . . Vic Polites
Registration and Security Manager . . . . . Mike Durant

Shadowrun Virtual Seattle Feature
By the Light of the Silvery Moon by Scott Spencer. A missing girl is not unusual in Seattle, and you've gone after many of them. But this run could get you into some very complicated politics. Greed, corruption, betrayal, and magic: just a few of your favorite things, Hoi Chummer?

LIVING CITY Interactive
A Sunite Celebration. Many of the temple district's buildings were damaged last year at the Winter Festival as Sune and Glasya struggled in our fair streets. One of the most heavily damaged buildings was the Temple of Sune itself after the goddess sat upon it. Worshipers of the Lady of Love were worried that the temple would never be rebuilt.

However news comes today of a titanic reopening gala to take place one year after the destruction of the temple. The spokeswoman for the temple of Sune had this to say: "We invite each and every citizen to experience the new Temple of Sune at the first anniversary of our lady's visit. We promise song, romance, fun and games and delights to please all of the citizens of Ravens Bluff."

Look for non-adventuring booths as well, such as Guild reps, a City Watch recruiter, and some interesting businesses, plus Proficiency Post and the Hirelings for Hire. Rumors say there might even be some magic amidst the festivities. A Benefit event.

Game Base 7
WINTER FANTASY is once again honored by the presence of Game Base 7, a Network club with chapters throughout the United States. GB7 provides gaming support to GEN CON®, ORIGINS®, and several other large conventions. Stop by their area for lots of gaming fun!

Sparks, a Shared-World Star Wars Role-Playing Campaign.
Learn to make Sparks characters at the convention, and take part in an epic struggle against the Empire!

Sparks 7: *The Wayward Wind* by Joe Miller. Rebel HQ has located a potential source of new resources, and it's up to the PCs to forge a trade agreement with a newly-discovered world.

Sparks 10: *The Herders* by Charles Brown. Everything is going easy when a routine mission leads to a face-to-face encounter with a new race.

Sparks 11: *The Alliance* by Charles Brown. Lans Garner and his escort have been invited to Bespin to work out plans for uniting the resistance cells in the Outer Rim territories.

Sparks 13: *Conference at Paragon* by Joe Miller. Jedi Knights and Masters gather at Paragon to arrange a petition of grievances against Palpatine. The local rebels need the PCs to attend. Now all you have to do is find Paragon!

Sparks 15: *A Simple Grain Cargo and Murder in the Night* by Jim Mills. The PCs must escort a grain shipment. It will take some time to load the orbiting freight, and in the meantime. . . .

Sparks 16: *Twilight World* by Charles Brown. On an inhospitable world, the PCs must race bounty hunters to obtain lost Rebel cargo from a bizarre local warlord.

Sparks 17: *General Recruiting* by Jim Mills. A famed Imperial general has just retired. Will he have any interest in joining the Rebellion?

Sparks 18: *Bacta Run* by Joe Miller. A mercy mission compels the rebels to do something about the wounded and dying. Now. . . where to get the Bacta?

Sparks 19: *The Heist* by Stephen Tucker. The Rebels have the people and the heart. Now they need the firepower.

Sparks 20: *Return to Shiva* by Jim Mills. Shiva's Imperials seem to anticipate the Rebels' every move. Can you help them discover the spy in their midst?

Sparks 21: *Ghost in the Machine* by Charles Brown. Can you discover proof of biological testing and expose the testers for what they are?

Sparks 23: *Top Secret Title* by Several Secret Authors. You know you're in for a tough time when even the title and the authors are top secret.

Sparks 24: *Storm God* by Charles Brown. An alien race seeks to join the galaxy at large. Will it be on the side of the Rebels or on the side of the Empire?

Sparks 25: *Star Wars Visual* by Rick Naylor. Bring a miniature of your character or have one provided as you proceed through the Star Wars visual starbase.

Sparks 27: *The Second Front* by Joe Miller. World Premier at Winter Fantasy 2000. The Rebels on Shiva need a distraction, and the rebels have figured out just how to provide one.

Game Base 7: Board Games
Game Base 7 presents the following board games at WINTER FANTASY 2000: Advanced Civilization, Age of Renaissance, Cosmic Encounters, Empire Builder, History of the World, Kingmaker, Monopoly, Rail Baron, Republic of Rome, Risk, Robo Rally, Scrabble, Settlers of Catan (board and card games), Talisman, and Target.

Game Base 7 Board Games Championship
Play in GB7 board games and get points toward the championship! The highest point total takes the Grand Championship medal. Two-hour games are worth 4, 3, and 2 points. Four-hour games are worth 8, 6, and 4 points. Six-hour games are worth 12, 9, and 6 points. ■

02 .....ERIK'S EDITORIAL
03 .....NOTES FROM HQ
08 .....ELMINSTER
26 .....CONVENTIONS
32 .....READER SURVEY

reader survey

WE'RE HERE TO HEAR

Please rank each article or section of the magazine from 1-5 with 1 being "That's five minutes of my life I'll never get back!" and 5 being "I found the Grail!" Please include any other comments you feel are appropriate. All responses received on or before November 1, 1999 will be entered for a drawing to win a free copy of the *Return to White Plume Mountain*. Woo-hoo!

RPGA # _____ Name _____

	RATING				
ARTICLE	**1**	**2**	**3**	**4**	**5**
Erik's Editorial	☐	☐	☐	☐	☐
Notes From HQ	☐	☐	☐	☐	☐
Table Talk	☐	☐	☐	☐	☐
Lotus: The Fire Blossom	☐	☐	☐	☐	☐
Member Spotlight: Jae Walker	☐	☐	☐	☐	☐
Internet 101	☐	☐	☐	☐	☐
Elminster's Everwinking Eye	☐	☐	☐	☐	☐
City Stories: Subways	☐	☐	☐	☐	☐
Living Greyhawk Preview	☐	☐	☐	☐	☐
Dilemma's Tusks	☐	☐	☐	☐	☐
From the Trenches: Gen Con	☐	☐	☐	☐	☐
Conventions	☐	☐	☐	☐	☐
Gen Con Winner Lists	☐	☐	☐	☐	☐
Winter Fantasy Program	☐	☐	☐	☐	☐

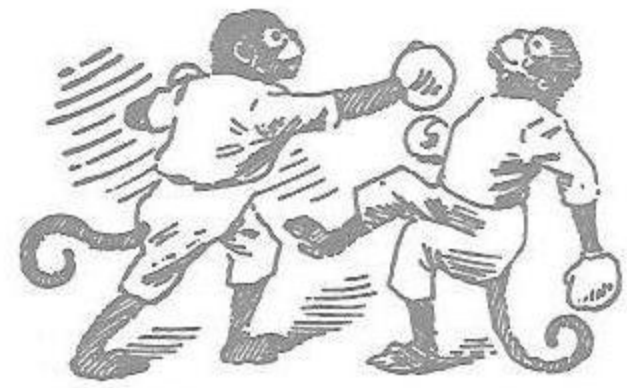
Okay, are you people listening to me? For the last 10 months, I've been saying "Hey! Turn in those reader surveys!" and "Hey! Where's my d4?" Well, actually the d4 thing was only last week, but I did really say that. But I say the stuff about the reader surveys all the time... just ask Robert. Well, he'll probably tell you I just said something about monkeys, but you know, whatever.

So, I implore you, I beg of you, please turn in those reader surveys. If only to validate the 20 or so minutes I spend every two months pounding out these very words you're reading right now. I threatened you with monkeys, invited you to wax poetic about Star Wars or Rob Zombie, and if I don't get more reader surveys this time, I'll have to pull out the big guns.

That's right. I will fill this box with the heartfelt and underappreciated lyrical stylings of America's sweetheart, Debbie Gibson. Or Tiffany. Or Britney Spears. Okay, basically which ever one comes up first when I do a search on the web. But I'm warning you people — send those surveys in, or there will be hell to pay.

Polyhedron Reader Response #138
P.O. Box 707
Renton, WA 98057-0707 USA

FAX: 425-226-3182

COMMENTS

☐ **Rad! I love Debbie Gibson's heartfelt lyrics!**
☐ **Good lord, anything but that. Here's my survey.**